

**BradyGAMES**  
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# PlayStation™

## Games Book

### VOLUME 3

COVERS 10 GAMES

CRASH BANDICOOT™

TEKKEN™ 2

MORTAL KOMBAT® TRILOGY

MADDEN NFL™ '97

STREET FIGHTER ALPHA™ 2

TWISTED METAL™ 2

NBA® HANGTIME

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Brady Publishing

An Imprint of

Macmillan Computer Publishing USA

201 West 103rd Street

Indianapolis, Indiana 46290

ISBN: 1-56686-623-5

Library of Congress Catalog No.: 96-84854

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 96-1 shows that the first printing of the book occurred in 1996.

99 98 97 96      4 3 2 1

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Contents



# Crash Bandicoot™

## BANDICOOT BASICS

### BOXES

*Along the way, you'll find boxes full of helpful items. You can bust them open by jumping on top or spinning into them. Inside, you'll find one of the following:*

#### Wumpa Fruit—

**You will find Wumpa Fruit along the way, out in the open, or in boxes. Collect 100 to receive an extra life.**



#### Witch Doctor's Mask—

**A mask protects you from an enemy attack. If you come in contact with an enemy, you will lose one mask, but will not be harmed. When you collect three masks, you will be temporarily invulnerable.**





**Up Arrow—**

Use these boxes to reach things above. You must spin into the wooden arrow boxes to open them.

**TNT Box—**

Do not spin into these or they will explode, taking a mask—or your life. Instead, jump on TNT boxes to start a three-second count, then get away!

**"C" Box—**

These are the checkpoints. If you lose your life after tagging on of these boxes, you will return to the last checkpoint you opened.

**Crash Box—**

These boxes give you an extra life.

**"!" Box—**

These may contain fruit, an extra life, or one of three different tokens: Tawna, N. Brio, or Cortex. Collect three of the same tokens and you'll go to that bonus round.

**"!" Box—**

These boxes act as switches. They cause something to happen somewhere else, like opening a door ahead or giving you more boxes.



Crash Bandicoot



## BONUS ROUNDS

*There are three different varieties of bonus rounds in Crash Bandicoot. Here's what you need to know about each type:*

### **Tawna Bonus Rounds—**

**Collect three Tawna tokens and you go to one of these bonus rounds. If you complete this bonus round, Tawna gives you a chance to save your game.**

### **N. Brio Bonus Rounds—**

**Collect three N. Brio tokens and you get a try at a N. Brio bonus round. These bonus rounds give you a chance to gain a few extra lives.**

### **Cortex Bonus Rounds—**

**Collect three Cortex tokens and you go to one of two Cortex bonus rounds. You must complete these bonus rounds to get a special key that gives you access to one of two hidden levels.**

## GEMS & KEYS

*Finish a bonus round with a "perfect" (get all of the boxes in a level without restarting at a checkpoint), and you will be given gems. There are 26 gems in the game: a blue, a red, an orange, a pink, a yellow, a green, and 20 clear.*

*There are also two keys you must collect throughout the game. You earn keys for completing two Cortex bonus rounds. The first Cortex bonus round is located at the Sunset Vista level. If you beat this round, you gain access to the Whole Hog level. The second Cortex bonus round is found at Jaws of Darkness, and gives you access to Fumbling in the Dark.*

## A FEW TIPS BEFORE BEGINNING

- **Pack the mask—**You can get out of a level at any time by pausing the game and pressing the Select button. If you have a mask when you do this and re-enter a level, you will still have the mask. If you're having a tough time with a level, grab a mask or two from any other level, then leave. Now, when you try the difficult level, you'll be able to take a couple more hits.
- **Take your time—**Don't rush through a level—wait and watch for a pattern, and then go. Once you have gone through a section a few times, you will be able to speed things up. Being patient will make it much easier to get those gems.
- **Master the jump—**This is essential in some levels, where you will need to make different-distance jumps to avoid falling in a hole or off of a bridge. Hold down on the jump button to get a higher jump. Use your shadow to make tough jumps.



# ISLAND 1

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## N. SANITY BEACH

### HINTS:

- **Hidden prize**—After the check point and before the tunnel, you'll find a "!" Box hiding behind the stone barrier.
- **Fork off**—After the tunnel, you'll come to a fork in the road. First, go to the left and grab the two boxes on this side, then return to the fork and go right.
- **Cross that bridge**—Activate the "!" Box switch near the end of the level to form a bridge of boxes. To get the gem for this level, you must bounce off each box in the bridge.

## JUNGLE ROLLERS

### HINTS:

- **Tag the TNT**—To get a perfect, you must jump on the TNT box—do not spin into it.
- **Second time's a charm**—It's impossible to get a perfect on this level your first time through. You must get a perfect in the Lost City level to get the green gem first. When you return to this level with the green gem, you'll see a green gem in the middle of the road just beyond the check point. Jump on this gem to get up to the missing boxes.
- **Weed killer**—Quickly spin into the flowers to get rid of them. If you get too close to a flower without spinning, they'll take a bite outta you.

## THE GREAT GATE

### HINTS:

- **Get up**—Hold down on the jump button to bounce higher.
- **Extra life**—After the ledge with the turtle and flower, you will reach a "!" Box on top of an arrow box, with a silver box on top. Spin open the "!" Box, and jump on top of the silver box to reach a hidden life.
- **Shock the monkey**—You are introduced to a new enemy in this level, the monkey. He will roll forward, stand, roll backward, stand, and repeat. You must hit him when he is standing still.
- **Spin cycle**—When you reach the end of this level, you'll see a vertically-hung platform. Jump up and spin to make it horizontal for awhile, then quickly move up while it's still in this position.
- **Spare the turtle**—Do not perform a spin attack on the second turtle after the checkpoint. Instead, jump on him to flip him over, then bounce on him to reach the mask above.
- **Beware of the spikes**—After you've stomped the turtle, you'll reach spiked poles coming up from the floor and down from the ceiling. These spikes will vibrate before moving. Wait for them to come down or go up and move past them.

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- **New enemy**—Past the spiked poles, you'll reach another new enemy: a man with a shield. To get rid of this guy (and others like him), bounce on his head. He'll cover his head with his shield, giving you a chance to spin him out of your way.
- **Breakin' boxes**—You won't be able to complete this level with a Perfect without the yellow gem, and you must get a perfect in The Lab (the final level in the game) to get this gem. After you have it, a bridge of yellow gems will form a path to the ending pedestal. Follow this bridge to the other side, and take two more silver arrow boxes up to another level. You'll find the first arrow box as you move along to the right. Jump on it to lift Crash over the fence and into the background. Collect the extra life and move to the right, collecting fruit along the way. When you reach a dead end, jump back over to grab the second arrow box. Breaking open the arrow boxes is essential to getting a Perfect.

## BOULDERS

### HINTS:

- **Trouble ahead, trouble behind**—In this level, you must maneuver over holes, around fences, and more—while being chased by a boulder! Consequently, it's the first level that doesn't provide you the luxury of taking your time. You must keep running forward to avoid being overrun by the boulder. You'll get a couple chances to catch your breath by ducking into a tunnel that the boulder can't enter.
- **Box barriers**—Break open the boxes along the way; they'll slow the boulder down slightly.

## UPSTREAM

### HINTS:

- **Get the Mask**—Don't forget to pick up the Witch Doctor's Mask at the beginning—move down slightly to get it.
- **Beware of the fish**—The jumping fish present a formidable danger in this level. Time your jumps so that you avoid them, and reach your destination.
- **Leaf jump**—When you reach a leaf floating up and down, jump while it is coming toward you. If you wait until it starts to move away, you're likely to miss.
- **Unsteady ground**—Don't stand on lily pads too long, or they will sink.
- **Deadly flowers**—Don't hang around inside a flower too long, either. It will eat you if you're not careful.
- **Yellow gems**—You must collect the yellow gems to get a Perfect on this level—there are a couple spots where you'll need to use them to get other boxes. At the second waterfall, you'll see yellow gems floating below. Drop down onto them to retrieve an extra life below the bridge. There are a couple more yellow gems at the end of the level. Jump on these and go past the ending pedestal to get at a few more boxes. After the first two boxes, you'll reach a flower with a floating leaf just after it. Wait until you can't see the leaf anymore, then jump across the flower (after it bites)—you'll land on the floating leaf.



## BOSS 1:

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### PAPU PAPU

*Tough fight: Stand inside the circle and jump his staff when it comes around. When he stops and tries to whack you with it, dodge it and jump on his head. It will take three hits to the head to take him out.*

*Easy fight: Jump onto Papu Papu's throne. Wait until he's facing away from you, then jump on his head. Repeat this two more times to defeat him.*

## ROLLING STONES

### HINTS:

- **Between the wheels**—Watch out for the wheels that roll back and forth. Jump between two wheels when they come together to get by. If there are holes immediately before and after the wall where the wheels are, you must land on the wall to get past.
- **Vibrating platforms**—You'll come to a vibrating platform after an arrow box, under another box and a mask. Don't stand on platforms like this for too long. You have only a couple of seconds to jump on it, then get the hell off!
- **Extra lives**—The third N. Brio token is located at the end of the level, giving you a chance to get six extra lives. Jump off the lower TNT boxes at the beginning of this bonus round to achieve higher jumps. When you get to the spot where there are regular boxes on top of three TNT boxes, spin into the first regular box, so you can jump on top of the silver box, and then leap across onto the extra lives before the TNT explodes.
- **Blue gems**—You cannot complete this level with a Perfect unless you get the blue gem from Toxic Waste. After you do this, return to this level to get the rest of the boxes. There's a floating blue gem beside one of the floating platforms. Jump on this gem and it will take you down to a few more boxes. Take the other blue gem back up after getting these boxes.

## HOG WILD

### HINTS:

- **What a boar**—You ride a boar throughout the level—dodging natives, pigs, and spiked posts, while hitting all of the boxes along the way. You have no control over your speed. It will probably take you a couple of tries to get the hang of it.
- **Three little pigs**—You will encounter three different pigs that move up and down—jump over the first one, duck under the second, and jump the third.
- **Look before you leap**—If you see a drum ahead, be sure to jump early enough, or you'll jump over the drum into the hole.

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## NATIVE FORTRESS

### HINTS:

**After jumping up the two arrow boxes, you'll come to a turtle. Don't spin into him—jump on him, turning him over. Then use him to get the Witch Doctor's Mask.**

**After going up another couple arrow boxes, you'll go to the right. When you reach a man with a shield, jump on him and use him to get the extra life.**

**In this level, you'll need to use some of the torch bases to get to the other side. Wait for the flame to go out and bounce off of it to get across.**

**You'll come to a TNT box with a couple of extra lives stacked on top of it. Jump up and spin into the box directly above the TNT box, then quickly grab the extra lives. Jump back to the ledge behind you to avoid the explosion.**

**This way—After going up yet another couple of arrow boxes, you'll head to the left. When you reach a turtle under a wumpa fruit box, jump on the turtle to turn him over, then use him to grab the 10 fruit. Next, bounce off of him over the fence into the background. Then move left, collecting fruit along the way. When you reach the third tower behind the fence, you'll see an opening on the top of the fence. Jump onto the fence, then wait until the flame goes out on the torch and bounce off of it. After being hurled onto the platform to the left, proceed to the left.**

**You won't be able to get a Perfect on this level without the red gem. After getting it from Slippery Climb, return to this level to get the rest of the boxes. As you move left at the top of this level, you will see a red gem next to a torch. Jump on it and ride it up. Take the red gems and arrow boxes up to a cloud. Go right along the clouds and collect all of the boxes. Return down and continue along the level.**

## ISLAND 2

### UP THE CREEK

#### HINTS:

**NOTE: MOST OF THE TIPS FROM UPSTREAM APPLY FOR THIS LEVEL, TOO.**

**The monkey will roll backward, forward, back again, then stand up and beat his chest. He will then roll forward, backward, forward again, then stand up again. You must hit him when he's beating his chest.**

**After crossing a long series of lily pads, jump on the "!" box to the left, then hop back to the floating platform. Next, jump back to the trail of lily pads and continue down to the waterfall. You'll see an arrow box and a TNT box to your left. At this point, jump down to the bank and grab the extra life under the bridge. Jump on the TNT box and, from there, onto the arrow box. Bounce back up to the bridge and continue up the level.**



## BOSS 2:

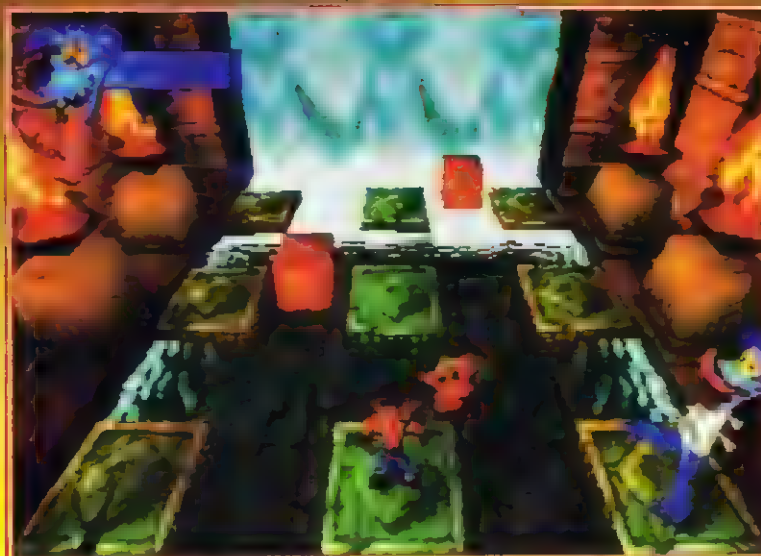
### RIPPER ROO

The idea here is to set off the TNT so that you hurt Ripper Roo without hurting yourself. To do this, you must know his patterns. Ripper Roo has three different patterns, so it takes three blows to take him out.

#### PATTERN #1:

Ripper Roo jumps to the lower-left platform, to the middle platform, to the lower-right platform, and then back to the middle.

**Strategy:** Jump onto the left middle platform, avoiding Roo on the way, then wait there until a TNT floats up beside you. When Roo jumps away from the middle platform, jump on the TNT and flee to an upper platform. After he's hit he'll start his second pattern.



#### PATTERN #2:

Ripper Roo jumps to the middle platform, to the left-middle platform, to the bottom-middle platform, to the left-middle platform, and then back to the center.

**Strategy:** Stand on the lower-left platform and wait for a TNT to come by. When Ripper Roo touches the middle platform, jump onto the TNT, then over to the lower-right platform to wait. Two down, one to go—Ripper Roo will start his third pattern now.

#### PATTERN #3:

Ripper Roo jumps to the lower-middle platform, to the left-middle platform, to the upper-middle platform, to the right-middle platform, and then back to the lower-middle.

Wait on the lower-right platform until a TNT floats beside you. When Roo jumps toward the upper middle platform, jump on this TNT and over to the lower-left platform. This will take out Ripper Roo for good.

## THE LOST CITY

### HINTS:

- **Extra life**—At the beginning, you'll see an extra life on the other side of the wall. To get it, jump down and curve yourself around the wall. If you're trying for a Perfect, you'll also need to get rid of the arrow box, then go back around the wall as you did before. You'll be able to use this curve technique to save yourself in this level if a wall pushes you off the bottom of the screen.
- **Take your time** when dealing with the bats. Take out the first bat on the ceiling, then immediately take cover—the bats will continue to fly by. Move ahead one step at a time—if you try

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to do too much, you'll get hit. At the end, take out the second bat on the ceiling.

**Brio**—After getting rid of the first set of bats, you'll come to an opening in the wall with four wumpa fruit and a box. Jump up from the box and spin to activate an "!" box. This will activate a box farther ahead that would otherwise not be there. This box will allow you to reach an N. Brio token.

**Green monster**—When you reach a green monster jumping back and forth, wait until he jumps to the right. Jump onto him, and up to the right to grab the second N. Brio token.

**Rotating platforms**—As you climb the different platforms, be sure to jump on the "!" box to the left of the rotating platforms—but don't fall into the fire! This will activate a few boxes up above. Continue up the platforms.

**Box #3**—After getting rid of the red jumping monster, turn right into a tunnel—there'll be a few boxes back here if you hit the "!" box earlier in this level. One of the boxes contains the third N. Brio token. This will take you to a bonus round where you can get a few more extra lives. Avoid spinning into any TNT boxes in the bonus round.

**Monster mash**—When you reach two free-standing round platforms with a red monster on the left one, jump onto the right platform and back. When the monster jumps onto the right platform, jump on his head.

**Green monster**—When you reach another green monster jumping back and forth, wait until he is under the "!" box, then jump off of him and into the box.

**Wumpa Fruit**—You'll come to another green monster jumping from one platform to another. Wait until he's on the middle platform, then jump off of him and spin into the "!" box. This will give you some extra Wumpa Fruit in the background.

## TEMPLE RUINS

### HINTS:

**Jumping time**—The jumps are tricky in this level. You will move from side to side and up and down, so your perspective will be changing.

**Snake bite**—Spin into the snakes before they bite you. If you get too close without hitting them, they'll lunge forward and bite you.

**Bats**—When going up through a tunnel, watch out for the bats. You won't be able to get rid of them.

**Rotating platforms**—When you reach five circular platforms rotating around a center platform, wait until a platform is right in front of you, then make three quick jumps across, hitting the checkpoint along the way.

**Wumpa Fruit**—After crossing two square platforms, you'll see a Wumpa Fruit floating to the side above nothing. Just walk out and take the fruit, and a box will appear under your feet. Continue walking to the left until you reach a pile of boxes. Be sure to take out the wooden boxes below you on the way back to get a Perfect.

**Rotating platforms**—When you reach another five platforms rotating around a center platform, wait until a platform is directly in front of you to make two quick jumps to the center platform. Next, wait until a platform is directly below you and quickly make a couple more jumps down. Watch out for the spider that drops down.



**Cor.** While moving up screen, you'll come across some more platforms rotating around a center platform. Just jump straight up from platform to platform, waiting each time for a platform to get directly above you. Don't stay on a platform too long, or it will fall from under your feet.

## ROAD TO NOWHERE

### HINTS:

- **Unseen dangers**—It's hard to see much in front of you on this level. Take your time on the lighter-colored wood planks, and carefully inspect what's directly ahead of you. Watch out for the darker wood planks—they will collapse if you stand on them too long. Also, make sure that a plank is complete before you land on it, or else you'll fall through. You must also contend with icy planks. Quickly move past these, or you'll slip off the bridge.
- **Jump-o-rama**—This level will test your jumping skills. There are jumps of different lengths, so be careful; otherwise, you may overshoot or undershoot the next plank. Don't move much to the left or right, or you risk falling off the side.
- **Don't get boarded**—Watch out for the wild pigs. When you see one approaching, wait until it's fairly close, then run forward and jump over it.
- **Turtle help**—After the fourth check point, you'll come to a turtle walking back and forth. Wait until he gets to the edge of the planks, then jump on him, turning him over. Now use him to jump over the next gap in the bridge.
- **Three extra lives**—You need the Red Gem to complete this level. If you have it, you'll see a red gem next to the third check point. Jump on it and ride it to the right. You'll find two TNT boxes and two "!" boxes. Go to the right, jump up, and hit the right TNT box. This will create a wooden box next to the other TNT box. Jump off of it and spin into the "!" box. This will give you a box beside the silver boxes in the air. Jump off of the regular box and onto the boxes in the air. Stand in the middle and jump on the hidden "!" box. This will give you three extra lives and a mask in the background. Now head back left, getting rid of the other TNT boxes along the way.
- **Finishing**—At the end of the level, you will find another red gem. Ride it over the pedestal. Walk a little forward until a plank appears below you. Now make a big jump forward to land on a couple more planks. Keep doing this until you find two more boxes. Jump back along these planks and end the level.

## BOULDER DASH

### HINTS:

- **More trouble**—This level is similar to Boulders, but with more difficult jumps and obstacles. It'll probably take some practice to learn where all the obstacles are.
- **Jump the fence**—Near the beginning of the level, you'll come across a series of gaps in the ground and some short fences. Be alert through here, you'll need to make a couple of quick jumps over fences.

Crash Bandicoot



A few of the circular platforms in the middle of the gaps will move to the side or up and down. Often, you must adjust your position in mid-air to gauge your landing on these platforms. Pausing to decide how you're going to jump is not an option—the slightest hesitation will allow the boulder to catch up with you.

You need the Pink gem to get a Perfect on this level. When you have it, you'll see a Pink gem at the end of the level. Jump on it and it will take you down to a lower level. Move forward and jump the gaps, grabbing any boxes along the way. Jump on the flowers. If you spin into them, you risk the chance of losing the arrow box. Grab all of the boxes and finish the level.

## SUNSET VISTA

### HINTS:

**Watch the flames**—At the third set of bats, hit the flying rodent on the ceiling and duck into the hole. Wait and watch the flame and the bats. Depending on the timing, you may have to move across the flame before or after the bats do.

**Move carefully**—At the end of the lower level, you must go up a series of ledges. If you fall, watch out for the fires.

**Watch the plank**—After you've gone up a series of ledges and you're heading to the left, you'll reach a section with ledges sliding in and out of the wall under barriers that slide out of the wall. Wait until the barriers have gone into the wall. There will be a time here where the ledges will come out before the barriers. Quickly jump to the first, and continue along as each ledge comes out.

**Watch the lizard**—After you hit the left end and have climbed another series of ledges, you will start heading to the right. After the checkpoint, you will see a box in the air. Wait until the red lizard guy jumps under this box, and jump on him to reach this box. You will first need to get close enough to him, so he comes after you. This is a "!" box that gives you access to a few boxes in the background—one of which is the first Cortex token.

**Watch the walls**—You will reach a series of barriers that slide out and in from the wall. The first set will be four walls that go out together and back in. Wait until they go in to run by them and bounce on the box. Use this box to get to the next box up, and then up to the Cortex token and extra life on top of the next set of walls.

**Watch the platforms**—When you reach two sets of three revolving platforms, you will see an extra life in the background. Jump from the second set of platforms back to this extra life. Turn left and go down until you reach a "!" box. This is the third Cortex token and it will give you a chance to do the Cortex bonus round. If you defeat this bonus round, you'll be given the first key. This key will open up the first hidden level, Whole Hog, found next to Boulder Dash.



## WHOLE HOG

*This is the first hidden level. You can access this after you've defeated the Cortex bonus round in the Sunset Vista level.*

### HINTS:

*You're back on the hog on this level, breaking open boxes and avoiding the obstacles—very similar to Hog Wild.*

- **Path tip #1**—When you come to the first native, go around him to the left. Soon after that, you'll reach a couple of drums. Hold jump when you hit the drums so you can get better distance—these are big jumps.
- **Path tip #2**—Duck beneath the next two roasting pigs. Dodge left of the next native. Jump the third roasting pig.
- **Path tip #3**—Dodge to the left of the next native, and then right around the next two. Duck under the last roasting pig. Swing right around the last native.

## BOSS 3:

### KOALA KONG

*Koala Kong stands on the other side of the tracks throwing coal at Crash. You are given two masks—that means three hits and you're out. You must hit Koala Kong with his own pieces of coal. It takes four hits to take him out, but there are only two different patterns.*

*Stand at the left side of the screen. He'll throw three pieces of coal at you—avoid them by jumping as they fly by. Meanwhile, some TNT will drop down on the right side of the screen. When jumping, make sure you keep to the left, otherwise you'll get hit by the explosion.*

*Next, Kong carries a big piece of coal to the center of the screen and throws it at you. Avoid this one and it should stop beside you. Quickly spin into this piece of coal. It will fly across and hit Koala Kong. Be sure to time it so it does not hit one of the carts carrying coal or else you'll have to do it again. If you hit him, he'll repeat this pattern. If you hit him a second time, he'll begin his next pattern.*

*His next pattern isn't much different. Again, he will throw three pieces of coal at you. Instead of one TNT dropping down, two will drop—one (on the left side of the screen) when he throws the first coal, and another (in the middle of the screen) when he throws the second coal. Keep to the left and you should be fine.*

*Beginning the final stages of his attack, Kong carries the big piece of coal to the center of the screen, while a third TNT drops and counts down. Move to the center of the screen and jump to the left when he throws the last piece of coal. You should be able to avoid the coal without getting hit by the TNT. Again, spin into this coal hitting him for the third time. He will then repeat this pattern. Hit him again to take him out.*



**Crash Bandicoot**



# ISLAND 3

## HEAVY MACHINERY

### HINTS:

**Spotlight robots**—When you reach one or more of these enemies, stop and watch their pattern. You'll have to either jump or go under them.

**Spotlight robots**—These guys are fairly easy to defeat—just jump on them.

**Spotlight robots**—Handle these enemies like the spotlight robots. Either jump over or duck under them.

**Blue pipes**—You must avoid touching the red pipes, but you can stand on the blue pipes to make some jumps easier.

**Spiked spheres below**—When you see two of the spiked spheres below you in a gap, jump between them to get an extra life and the first N. Brio token. Take the platform on the far left back up to the upper level.

**Sinking platforms**—Beware! The square, free-floating platforms with lights under them collapse beneath you after a couple of seconds.

**Circular platforms**—The circular, free-floating platforms take you to another ledge.

**Pushing platforms**—The red platforms with a green glow around them throw you high into the air when you stand on them. This usually means that there are some goodies up above or on a higher platform.

**Form acrobatics**—You'll come to a circular platform that goes under a couple of pipes with fruit above them. Stand on the left side of the platform, then jump to the right when you get to the pipes to land back on the floating platform.

**Wooden boxes**—This bonus round gives you a chance at some more extra lives. Take the wooden boxes to the left until you reach an "!" box. Jump on this to create some more boxes to the left. Climb these boxes up to another "!" box. Jump on this one to make even more boxes. Follow these to the right until you reach the end. Grab the extra lives and return to the level.

**Red platforms**—Take the red platforms up to the level end, collecting the fruit and extra lives along the way.

## CORTEX POWER

### HINTS:

**First fork**—At the first fork, take a right and continue down to the second fork. Take another right and go until you see a gangster with a couple guns. Duck behind the wall to the left until he pauses, then run toward him and duck to the right when he starts shooting again. When he pauses again, take him out with a spin. Be sure not to spin into the TNT. Hit the "!" box, then retrace your steps back to the second fork and go left.

**Blue pipe**—Jump in between the two spiked spheres and collect the two extra lives. Go around the blue pipe and you'll discover another path going back. Take this route until you reach an extra life. Now head back to the blue pipe you were just at. Jump on the check point and continue up.



- **Part 2**—Just beyond the check point, you must avoid a couple of spiked spheres. The first one is no problem. The second can be difficult. Wait until you get close to it, jump, and curve around it to the next platform. Next, you'll find a bridge of boxes. If you did not hit the "!" switch earlier, there will only be two boxes in the middle. If you're going for a Perfect, you must bounce on each of these boxes.
- **Explosive**—You won't be able to finish this level without the blue gem. When you have it, you'll see a gem floating in the green lava in the far left route, just beyond the left gangster. Ride the gem across the lava and get the mask. You must avoid two more of the spiked spheres. Again, avoid the second by curving around it. Next, you'll come to a bridge of boxes. Every other box contains TNT. The easy way to get rid of all of them is to jump on the first TNT box and run like hell across to the other side. The TNT will cause the others to explode.

## GENERATOR ROOM

### HINTS:

- **Hidden boxes**—To get a Perfect, don't miss any of the boxes. Keep a look out for boxes sitting to the side.
- **Return of the robots**—Watch out for the spotlight robots patrolling the floating platforms. When you see an opening, quickly jump to the platform. You can take out these robots by spinning into them.
- **Going down**—At the second floating platform, quickly jump up to the platform above it and hit the "!" box. After turning left you'll see a bridge of boxes going to the right (created by the "!" switch). Cross the bridge and quickly spin open all of the boxes on this big floating platform. After a few seconds the platform will fall, taking you with it. Cross back over the bridge, getting the boxes along the way.

## TOXIC WASTE

### HINTS:

- **Gangsters**—In this level you face off with some big gangsters who roll barrels at you. You must jump over the barrels until you get close enough to take the gangsters out with a spin attack.
- **Barrels vs. boxes**—Don't get too distracted by the barrels. Be sure to grab all of the boxes along the way. They're tucked away in safe spots along the sides where you won't get hit by the barrels.
- **Bouncing barrels**—The second gangster after the first check point will throw two rolling barrels followed by a bouncing barrel, and then he'll repeat this pattern.
- **Barrel bonanza**—Watch where the bouncing barrels land—they always bounce in the same spots—then go to a safe spot and let it bounce over you. After you duck under it, go up the ramp to a safe spot on the left side. Wait for the next bouncing barrel to go by and then go up the next ramp. Go under another bouncing barrel and jump into another safe spot on the right side. Wait for the next bouncing barrel to go by and then take out the gangster.

Crash Bandicoot



After the second check point, the gangster only throws bouncing barrels. Wait in the safe spot on the left side and watch where the barrel is landing. After you've located the next safe spot, wait for the barrel to pass and then run to that spot. Do this until you get close enough to the gangster to spin into him.

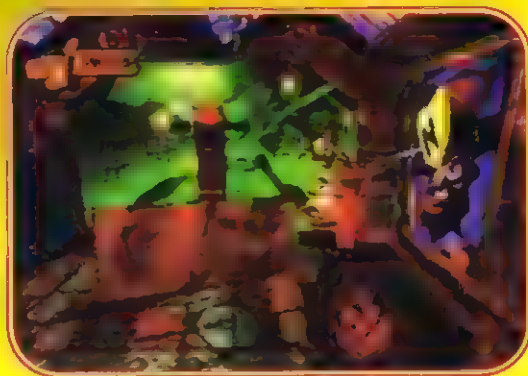
## BOSS 4:

### PINSTRIPED POTOROO

*Pinstripe is a gangster with one thing on his mind: taking you out with his Tommy gun. He jumps around the room in a couple of different patterns, firing his gun. You must spin into him six times without getting hit by any stray bullets.*

*First, he'll jump from the left side of the room to the right, firing his gun only when he gets to the sides. You must take him out in the middle. Just spin into him as he goes from one side to the other, and then duck behind a chair. After you hit him, he'll repeat this pattern. Hit him a second time and he'll repeat this pattern. After the third hit, he'll finally change his pattern.*

*Pinstripe will jump onto the table, fire a round, and then jump to the left side and fire again. At this point, his gun will get jammed. This is the time to take him out with a spin. Hit him here and he will repeat this pattern on the other side of the room. When his gun gets jammed on the right side, spin into him. If you hit him, he'll repeat this same pattern on the right side of the room, but his gun will only get jammed when he's on the table. When he jumps up on top of the table, move directly in front of him—he won't be able to hit you there. When his gun gets jammed, jump up and spin into him. This will finish him off.*



## THE HIGH ROAD

### HINTS:

**Warning:** This level is a lot like Road to Nowhere: You can't see too far ahead of you, and it will test your jumping skills even more. Most of the tips from that level apply here, too.

**Jumping:** At the beginning, head down the screen until you reach a gap. Step out slowly until two planks appear under your feet. Take a big jump down until two more planks appear. Do this until you reach four boxes, and then grab them and head back up.

**Checkpoint:** At the fourth checkpoint, spin into the "!" box and jump onto the silver box. Jump straight up to get a hidden box with an extra life.



## SLIPPERY CLIMB

19

### HINTS:

- **New to this level**—At the beginning, you must navigate across four moving platforms. Make the jump to the first three while the platform is getting closer. Make the fourth jump just as you start to go away from the platform.
- **New to this level**—You must contend with an arm reaching through a barred window on this level—jump on it to snuff it out.
- **Bird bouncing**—You'll need to jump off of some birds to reach other platforms. Hold down the jump button to get a big jump off of them.
- **N. Brio token**—After the second bird, you'll land on a platform revolving around an opening in the wall. Immediately beyond the opening, fall off the right side and into the hole. Grab the two boxes and fall out of the opening onto a platform as it reaches the bottom. Jump to the next platform and collect the first N. Brio token in the hole.
- **Stair master**—After you bounce off two birds in a row, you'll see a set of stairs that flattens after a couple of seconds. When the stairs appear, quickly ascend them to the next platform. Be careful not to get stuck on the stairs as they flatten or you'll fall off. You must navigate across a couple more sets of these stairs before you reach the top.
- **Tricky pattern**—After taking some stairs and elevators, you'll reach a couple of platforms rotating around in an odd pattern. Watch the pattern a couple of times before making a jump.
- **Test tube rube**—After three sets of these rotating platforms, an elevator, and a set of stairs, you'll hear explosions to the right. Spin into the scientist throwing the test tubes.
- **N. Brio bonus round**—Moving along to the right, you'll encounter much of the same—birds, rotating platforms, arms, and another scientist. Collect the second and third N. Brio tokens. This will take you to another N. Brio bonus round where you'll get a chance to collect a few more extra lives.

## LIGHTS OUT

### HINTS:

- **What's ahead**—This level is pitch black until you open a Witch Doctor's Mask box. This will light your path until the light fades, at which point you'll need to grab a new mask.
- **On the move**—You must keep moving in this level, unless you're beside a mask box. Keep looking ahead for floating platforms. Some platforms will be moving. Jump on these as they move toward you.
- **Baddies**—Two obstacles will get in your way: rats and blades. Watch out for blades swinging from side to side and rats walking toward you. Stomp on the rats to get rid of them.
- **Platforming**—If you jump for a moving platform, and you think you're going to miss, move to the ledge on the left or right. Watch out, though, your light might go out before you get to the next mask.

You need the Yellow gem to score a Perfect on this level. After you have this gem, you'll see a Yellow gem

Crash Bandicoot



floating after the second blade. Jump on this gem and it will take you up to a ledge with three boxes. Grab these boxes and finish the level.

## JAWS OF DARKNESS

### HINTS:

**General** This level is pretty similar to Temple Ruins. Some of the tips from that level will apply here.

**General** When you reach five circular platforms revolving around a center platform, wait for a platform to move around in front of you, then quickly jump onto it, and from there to the center platform. Don't stand too long on the first platform, because it will fall after a couple of seconds. Next, wait for a platform to get directly above you, and quickly jump to the platform and on up to the next platform.

**Tunnel #1**—After the bats fly through the first tunnel, move ahead. Watch out for the three walls that close up before you. Wait to see where they are before you proceed.

• **Cortex token #1**—After taking a couple of left turns and heading down a few platforms, you'll jump past a flame and land beside a couple boxes. This is where you find the first Cortex token. Grab the two boxes and jump on the TNT box. Turn right and use the spider that drops down to get across the gap to the next platform.

• **Timing your jumps**—When you reach a round platform being circled by several other platforms, wait until one is directly above you and then make three jumps up to the center platform. Next, wait until one is directly to the left and then jump across toward the next platform.

• **Tunnel #2**—Go up through the second tunnel to find more bats and four walls. Wait for the walls to close and then proceed through the tunnel.

• **Cortex token #2**—After you go through a couple sets of spears, you'll see a snake ahead. Don't spin into him—jump on his head instead. Jump to the next platform and get the second Cortex token.

• **Cortex token #3**—Make a series of jumps to a floating platform with a fruit hanging above and nothing to the left. Walk off this platform and keep moving. A ledge will form under you, but it won't stay long. After a couple more jumps you'll get the third Cortex token. This will take you to the second Cortex bonus round.

• **Explosion bonus round**—Complete this round, and you'll get the second key. After you go over a couple regular boxes and up to the first TNT box, wait until the TNT counts down to "1", and then jump toward the two boxes in the air. The explosion will set off the "!" switch and form a bridge under you. When you reach the second TNT, wait for it to count to "1". Quickly jump to the floating boxes to the right, and then quickly jump back. Now you can jump across the remaining boxes and get your key. This will give you access to the second hidden level: Fumbling In The Dark.

• **Tunnel #3**—Before you reach the end, you'll go through another tunnel—this one has five walls. Navigate through these walls and finish the level.

• **Blue gem up**—If you have the Blue gem from Toxic Waste, then you'll see a Blue gem floating below you after the big mess of circular platforms. Step onto this gem and ride it down to the next platform—you'll find a few boxes there. After breaking open all of these boxes, jump onto the stack of two silver boxes. Jump straight up to get a hidden



box above. From there, follow the Blue gems around until you're back on the path again. Grab all the boxes as you go.

## FUMBLING IN THE DARK

*This is the second hidden level. You get the key from the Cortex bonus round in Jaws of Darkness. This level is located just above Lights Out.*

### HINTS:

- **Same as it ever was**—This level is much like Lights Out. Nothing much new is introduced in this level.
- **Box collecting**—At the beginning, walk down until you reach a hole in the floor. Jump to the left or right and collect the three boxes. From there, jump into the next room to the side and collect four more boxes. Move back to the beginning and continue up.

## CASTLE MACHINERY

### HINTS:

- **Same stuff, different level**—This level is similar to Heavy Machinery. Many of the tips from that level will apply here as well.
- **Getting started**—Drop off the right side of the ledge at the beginning. This will take you down to the start of the level.
- **Spiked spheres**—When you reach two of the gray, spiked spheres next to each other, duck under the first, wait for the second to go up, and then quickly duck under it.
- **Don't get burned**—Watch out for the red pipes when the circular platforms take you up. You must jump to the next platform quickly to avoid taking damage.
- **Boobytrap**—After you collect all of the fruit from the six boxes, drop down between the blue pipes. When you reach a red platform, jump over it. It will launch you up into a red pipe, if you're not careful.
- **Box-bouncing frenzy**—After the second check point, you'll reach some boxes floating in the air. If you're going for a Perfect, you must break all of these boxes. Jump over to the first, break the next two on top, and then bounce from the first (lower) box to the third (upper) box. Take out the next three upper boxes, and bounce back to the second and third lower boxes. Bounce from there to the next upper boxes, and then take out the rest and bounce over to the platform.
- **Spin cycle**—When you ride the circular platforms up, the spotlight robots will get in your way. Use Crash's spin attack to get them out of your way.
- **Mega extra lives**—If you have the Green gem, jump on it to go up and get 27 extra lives. The second Green gem will take you to the end of the level.



## BOSS 5:

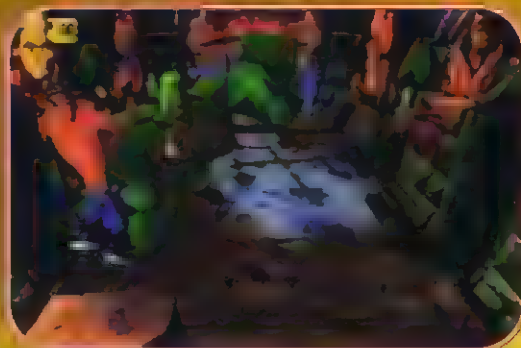
### DR. NITRUS BRIO

*Dr. N. Brio is a mad scientist looking for the right formula to take you out. This boss will take nine hits to defeat, but that doesn't mean hitting him nine times. You can't attack him directly. If you try to jump on or spin into him, he'll create an explosion that will hurt you.*

*Run to the bottom of the screen. First, N. Brio will throw a green beaker at you. This will create a green, slimy bouncing ball. Jump on it and he'll throw a red beaker that will explode when it reaches you. Jump away to avoid it.*

*Next, the doctor will throw two green beakers, creating two of the slimy balls. Jump on these things to get rid of them. Dr. Brio will then throw three red beakers. Avoid them by running from side to side, jumping away from the explosions. He'll repeat this with three green beakers, and then again with six red beakers.*

*If you've survived so far, N. Brio will drink a concoction he whipped up. This will turn him into a big green monster and he'll charge you, pounding his fists. A slab of rock will fall onto the floor. Jump onto the rock and when he gets close, jump on his head. You must repeat this two more times. If you succeed, you get to move on to the Lab.*



## THE LAB

### HINTS:

**Boxes**—Stand beside the "!" boxes and wait. Observe what each one does ahead of you—they'll either open a door or close up a hole in the floor. This is only temporary, so you must be careful to time it correctly with electric currents crossing your path and certain enemies that wish to take you out.

**Bouncing balls**—You can just avoid these things by jumping over them. Don't bother trying to jump on them, they're not worth it.

**Scientists**—The first and third scientists that you meet produce an electric current; the second tosses beakers at you. An easy way to get by the scientists with the electric current is to jump around them. The scientist tossing beakers is easy to defeat—just spin into him.

**TNT**—You'll reach a pile of TNT boxes with an "!" box under them. Take out the TNT boxes by bouncing on one and jumping back and to the side of the hole in the floor. This pile of TNT boxes will not always be there.

## THE GREAT HALL

*You have two choices in the Great Hall. The first is to jump ahead (across the gap) and onto the platform to face Dr. Neo Cortex. You get the regular ending if you defeat him.*

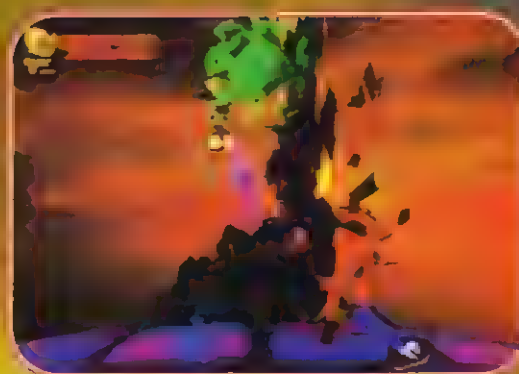
*The second is to follow the 26 gems through the hall to a curtain. If you have collected all of the gems, you'll get to view the special ending.*



## FINAL BOSS:

### DR. NEO CORTEX

Crash stands atop the blimp while Dr. Cortex flies in the air shooting bolts. You must avoid all of the bolts, except the green ones. Spin into the green bolts to hit him. It takes five hits to finish Dr. Neo Cortex and see the ending. The evil doctor uses five different patterns. If you miss a green bolt, he'll repeat the pattern.



#### ATTACK #1:

Dr. Cortex shoots two pink bolts and one green bolt. Avoid the pink ones, and spin into the green one.

#### ATTACK #2:

He shoots one pink bolt, one blue bolt, one pink bolt, two blue bolts, and two green bolts. Avoid the pink bolts when they go by. When the blue bolts reach you, they'll float from one side to the other. The first floats down low—jump this one. Avoid the second pink bolt. One blue bolt will float high, the other low. Duck under the first and jump the second. Then, spin into the two green bolts. They will combine to hit Dr. Cortex for a second time.

#### ATTACK #3:

The evil doctor shoots one pink bolt, two blue bolts, a pink bolt, a green bolt, a pink bolt, three blue bolts, two green bolts, and two pink bolts. The first blue floats low and the second floats high. Spin into the green bolt. It will hover above Dr. Cortex waiting for the other two to take him out. The set of three blue bolts float in a zig-zag pattern from one side to another. Avoid the blue and pink bolts and spin into the last two green bolts. These will combine with the first to hit Dr. Cortex for the third time.

#### ATTACK #4:

Dr. Cortex shoots five pink bolts and a green bolt. These pink bolts will come at you pretty fast, so be alert. Spin into the green bolt. He'll repeat this pattern until you hit two green bolts. These will join together to hit Dr. Cortex for the fourth time.

From this point on, Dr. Cortex will only shoot green bolts at you. Spin into one to take Dr. Neo Cortex out for good.

### REGULAR ENDING

You float away on top of the blimp with Tawna.

### SPECIAL ENDING

You find out what happens to the bosses you defeated.



# Mortal Kombat<sup>®</sup>

## Trilogy

### LEGEND

High Punch ——— HP

Low Punch ——— LP

High Kick ——— HK

Low Kick ——— LK

Block ——— BL

Run ——— RN

Roundhouse Kick — B+HK

Sweep Kick ——— B+LK

Uppercut ——— D+HP

Juggle Punch ——— D+LP

Push Kick ——— D+LK

Neck Kick ——— Jumping Kick (Cross-up)  
————— as you pass  
————— over opponent

Throw ——— LP or F+LP



## BARAKA

### SPECIAL MOVES

#### Blade Fury:

←, ←, ←+LP

#### Head Swipe:

←+HP

#### Spark Toss:

↓, ←+HP

#### Blade Spin:

→, ↓, →+BL

(PRESS BL FOR EXTRA SPINS)

### FINISHING MOVES

#### Decapitation:

←, ←, ←, HP (CLOSE)

#### Blade Lift:

←, →, ↓, →, LP (SWEEP)

#### Animality:

(HP) →, ←, ↓, →, (SWEEP)

#### Friendship:

↓, →, →, HK

#### Babality:

→, →, →, HK

#### Brutality:

HP, HP, HP, LP, LP, BL, HK, HK,  
LK, LK, BL

#### Pit:

LK, RN, RN, RN, RN

### LINKS

HP, HP, ←+HP, →+HP (4-HITS, 21%)

HK, HK, HP, ←+HP, →+HP (5-HITS, 27%)

HK, HK, LK, ←+HK, (4-HITS, 25%)

## SUNTA

### SPECIAL MOVES

#### Wave Bolt:

↓, →+LP

#### Wave Punch:

→, ←+HP

#### Bicycle Kick:

←, ←, ↓+HK

#### Leg Throw:

↓+LP+BL

### FINISHING MOVES

#### Squash Orb:

(BL+RN), ↑, ↑, ←, ↓  
(HALF SCREEN)

#### Kiss of Death:

←, →, ↓, ↓, RN

#### Friendship:

←, →, ←, ↓, RN

#### Babality:

↓, ↓, →, LK

#### Animality:

(LP), ←, →, ↓, →,  
RELEASE LP (CLOSE)

#### Brutality:

HP, LK, BL, HP, LK, BL, HP, LP, BL,  
HK, LK

#### Pit:

→, →, ↓, HP

### LINKS

HP, HP, ↑+LP (JUGGLES; 3-HITS, 18%)

HP, HP, LP, ←+HP (4-HITS, 22%)

HK, HK, HP, HP, ↑+LP (JUGGLES;  
5-HITS, 27%)

HK, HK, HP, HP, LP, ←+HP  
(6-HITS, 31%)

# JOHNNY CADE

## SPECIAL MOVES

### High Green Orb:

→, ↓, ←+HP

### Low Green Orb:

←, ↓, →+LP

### Shadow Uppercut:

←, ↓, ←+HP

### Shadow Kick:

←, →+LK

### Red Shadow Kick:

←, ←, →+HK

## FINISHING MOVES

### Super Uppercut(s):

↓, ↓, →, →, LP (CLOSE)

### Friendship:

↓, ↓, ↓, ↓, LK

### Babality:

→, ←, ←, HK

### Animality:

(BL) ↓, →, →, HK (CLOSE)

### Backbreaker:

↓, ↓, →, →, LK (CLOSE)

### Brutality:

LK, HK, LP, HP, HK, HK, HP, HP,  
LP, HP

### Pit:

↓, ←, →, →, HK

## LINKS

HP, HP, LP, ↓+LP

(JUGGLES; 4-HITS, 17%)

LK, HK, LK, LK (4-HITS, 16%)



## SHANGHAI SUB-ZERO

### SPECIAL MOVES

**Iceball**

↓,→,LP

**Ice Rain**

↓,→,HP

**Far Ice Rain**

↓,←,→,HP

**Close Ice Rain**

↓,→,←,HP

**Slide**

←+LP+BL+LK

**Sub-Xerox**

↓,←,LP

### FINISHING MOVES

**Freezing Mist**

←,←,↓,←,RN(SWEEP)

**Deep Freeze**

BL,BL,RN,BL,RN(CLOSE)

**Animality**

(BL+RN),→,↑,↑

**Friendship**

LK,RN,RN,↑

**Babality**

↓,←,←,HK

**Stage Fatality**

←,↓,→,→,HK

### LINKS

HK, HK, ←+HK

HP, HP, LK, HK, ←+HK

## CLARENCE SUB-ZERO

### SPECIAL MOVES

**Iceball**

↓,→,LP

**Ground Freeze**

↓,←,LK

**Slide**

←+LK+LP+BL

### FINISHING MOVES

**Fade to Black**

↓↓↓,→,HP(CLOSE)

**Impaler**

↓,→,→,→,HP(CLOSE)

**Stage Fatality**

→,↓,→,→,HP

**Babality**

↓,→,→,HK

**Brutality**

HP, LP, HP, BL, LK, LK, HK, HK,  
LP, HP, LP

### LINKS

LK, ←+HK, →+HK

HP, HP, ←+LK, ←+HK, →+HK

HP, HP, ↓+LP, ↓+HP

## CYRAX

### SPECIAL MOVES

#### Far Bomb Toss:

(LK), →, →+HK

#### Near Bomb Toss:

(LK), ←, ←+HK

#### Teleport:

→, ↓+BL (AIR/GROUND)

#### Green Net:

←, ←+LK

#### Air Run:

→, ↓, →+BL  
(LP FOR THROW)

### FINISHING MOVES

#### Helicopter Slice:

↓↓↑, ↓ HP

#### Self-Detonation:

↓ ↓, →, ↑, RN (CLOSE)

#### Friendship:

RN, RN, RN, ↑

#### Babality:

→, →, ←, HP

#### Animality:

↑, ↑, ↓↓ (CLOSE)

#### Brutality:

HP, HK, HP, HK, HK, HP, HK, HP,  
HK, LK, LP

#### Pit:

RN, BL, RN

### LINKS

HP, HP, LP (3-HITS, 18%)

HK, HK, ←+HK (6-HITS, 19%)

HP, HP, HK, HP, HK, ←+HK  
(6-HITS, 30%)

## ERMAC

### SPECIAL MOVES

#### Mind Lift:

←, ↓, ←+HK

#### Green Blast:

↓, ←+LP

#### Teleport Punch:

↓, ←+HP

### FINISHING MOVES

#### Johnny Cage Wanna-be:

RN, BL, RN, RN, HK (CLOSE)

#### Telekinetic Massacre:

↓↑, ↓↓↓, BL (PAST SWEEP)

#### Friendship:

→, →, →, HP

#### Animality:

←, ←, →, →, LK (CLOSE)

#### Babality:

↓↓, ←, ←, HP

#### Brutality:

HP, HP, LP, BL, HK, LK, BL, HP, LP,  
LK, HK

#### Pit:

RN, RN, RN, RN, LK

### LINKS

LK, LP (JUGGLES; 2-HITS, 15%)

HK, HK, LK, ←+HK (4-HITS, 23%)

HP, HP, ←+LP, ↓, →+LP  
(JUGGLES; 4-HITS, 19%)

HP, HP, ←+LP, HK, LK  
(5-HITS, 24%)



## JADE

## SPECIAL MOVES

**High Boomerang:**

←, →+HP

**Mid Boomerang:**

←, →+LP

**Low Boomerang:**

←, →+LK

**Projectile Invincibility:**

←, →+HK

**Shadow Kick:**

↓, →+LK

**Second Chance:**

←, ←, →, LP

## FINISHING MOVES:

**Stomach Stab:**

↑, ↑, ↓, →, HP (CLOSE)

**Uppercut Impale:**

RN, RN, RN, BL, RN (CLOSE)

**Friendship:**

←, ↓, ←, ←, HK

**Babality:**

↓, ↓, →, ↓, HK

**Animality:**

→, ↓, →, →, LK (CLOSE)

**Brutality:**

HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

**Pit:**

←, →, ↓, RN

## LINKS

HP, HP, ↓+LP, ↓+HP (4-HITS, 22%)

HK, HK, LK, ←+HK (4-HITS, 23%)

HP, HP, ↓+LP, LK, HK, LK, ←+HK (7-HITS, 25%)

## JAX

## SPECIAL MOVES

**Bionic Rush:**

→, →+HK

**Single Shot:**

←, →+HP

**Double Shot:**

→, →, ←, ←+HP

**Ground Smash:**(LK) FOR 3 SECONDS, THEN  
RELEASE LK**Gotcha Grab:**

→, →+LP

**Backbreaker:**BL (WHILE BOTH  
FIGHTERS ARE IN AIR)

## FINISHING MOVES:

**Slice 'Em Up:**(BL), ↑, ↓, →, ↑  
RELEASE BLOCK (CLOSE)**Mega Squash:**RN, BL, RN, RN, LK  
(FULL SCREEN)**Friendship:**

LK, RN, RN, LK

**Babality:**

↓, ↓, ↓, LK

**Animality:**(LP), →, →, ↓, →, THEN  
RELEASE LP (CLOSE)**Brutality:**HP, HP, HP, BL, LP, HP, HP, HP,  
BL, LP, HP**Pit:**

↓, →, ↓, LP

## LINKS

HK, HK, ←+HK (3-HITS, 19%)

HP, HP, BL, LP, ←+HP  
(5-HITS, 24%)HK, HK, ↓+HP, HP, BL, LP,  
←+HP (7-HITS, 33%)

## SPECIAL MOVES

### Web Spin:

←, →+LK

### Fireball:

←, ←+HP

(ALSO WORKS IN THE AIR)

### Ground Saw:

←, ←, ←+RN

## FINISHING MOVES

### Super Pump:

↓↓↓ ←, →, BL (MID)

### Hell Face:

RN, BL, BL, BL, HK (CLOSE)

### Friendship:

RN, LK, RN, RN, ↑

### Babality:

RN, RN, LK

### Animality:

(HP), →, →, ↓, →,  
RELEASE HP (CLOSE)

### Brutality:

HP, BL, LK, LK, LK, HK, LP, LP, LP,  
HP, LP

### Pit:

BL, BL, HK

## LINKS

HP, HP, ↓+HP  
(JUGGLES; 3-HITS, 13%)

LK, LK, HP, HP, ↓+HP  
(JUGGLES; 5-HITS, 15%)

HP, HP, ↓+LP, ↓+HP  
(4-HITS, 17%)

LK, LK, ←+HK  
(3-HITS, 18%)

LK, LK, HK, ←+HK  
(4-HITS, 24%)

LK, LK, HP, HP, ↓+LP, ↓+HP  
(6-HITS, 17%)

## SPECIAL MOVES

### Sword Toss:

↓ ←+HP

### Slice Uppercut:

↓ →+HP

### Ball Roll:

(LK) ↓ SECONDS, THEN RELEASE

### Upwards Ball Roll:

→, ↓ →+HK

### Psycho Ball Roll:

→, ↓ →+LK

### Violent Grab:

↓ →+LP

### Air Throw:

BL (IN AIR)

## FINISHING MOVES

### Skeleton Rip:

(LP), →, ↓, ↓, →,  
RELEASE LP (CLOSE)

### Eye Lazer:

LP, BL, BL, HK (OUTSIDE SWEEP)

### Friendship:

LK, RN, RN, HK

### Babality:

→, →, ↓, ↓ + LK

### Animality:

(HP), BL, BL, BL, RELEASE HP (CLOSE)

### Brutality:

HP, LP, BL, LP, HP, BL, HK, LK, BL,  
HK, LK

### Pit:

↑, ↑, ←, LK

## LINKS

HP, HP, LP  
(JUGGLES) (6-HITS, 18%)

HP, HP, ↓+LP, ↓+HP  
(JUGGLES) (4-HITS, 22%)

HK, HK, LK, ←+HK  
(4-HITS, 23%)

HP, HP, HK, LK, ←+HK  
(5-HITS, 26%)

LK, HK, LK, ←+HK  
(4-HITS, 23%)



## LIU KANG

### SPECIAL MOVES

#### High Fireball:

→, →+HP

(PERFORMED IN AIR ALSO)

#### Low Fireball:

→, →+LP

#### Flying Kick:

→, →+HK

#### Bicycle Kick:

(LK) FOR ↑ SECONDS,  
RELEASE LK

#### Super Kick:

(LK) FOR 4 SECONDS ←, →,  
RELEASE LK

### FINISHING MOVES

#### Mental Torch:

→, →, ↓, ↓ LK

#### Arcade Drop:

↑, ↓, ↑, ↑, BL+RN

#### Friendship:

RN, RN, RN, RN + ↓

#### Babality:

↓, ↓, ↓ HK

#### Animality:

↓, ↓, ↑ (SWEEP)

#### Brutality:

HP, LP, HP, BL, LK, HK, LK, HK,  
LP, LP, HP

#### Pit:

RN, BL, BL, LK

### LINKS

HP, HP, ←+LP (JUGGLES;  
3-HITS, 13%)

LK, LK, HK, LK (4-HITS, 22%)

HP, LK, LK, HK, LK (5-HITS, 25%)

HP, HP, BL, LK, LK, HK, LK  
(7-HITS, 29%)

## BITANA

### SPECIAL MOVES

#### Fan Lift:

←, ←, ←+HP

#### Fan Toss:

→, →+HP+LP (AIR/GROUND):

#### Air Punch:

↓, ←+HP

### FINISHING MOVES

#### Kiss of Death:

RN, RN, BL, BL, LK (CLOSE)

#### Head Swipe:

←, ↓, →, →, HK (CLOSE)

#### Friendship:

↓, ←, →, →, LP

#### Babality:

→, →, ↓, →, HK

#### Animality:

↓, ↓, ↓, ↓ RN (INSIDE SWEEP)

#### Brutality:

HP, HP, BL, HK, BL, LK, BL, LP,  
BL, HP, BL

#### Pit:

→, ↓, ↓ LK

### LINKS

HK, HK, LK, ←+HK (4-HITS, 23%)

HP, HP, ←+LP, →+HP  
(4-HITS, 25%)

## KUNO LAD

### SPECIAL MOVES

#### Hat Toss:

←, →+LP

#### Diving Kick:

↓+HK (IN AIR)

#### Spinning Shield:

→, ↓, →+RN (RAPIDLY PRESS RN FOR MORE SPINS; → OR ← TO MOVE)

#### Teleport Attack:

↓ ↑

#### Double Teleport Attack:

↓ ↓ ↑

### FINISHING MOVES

#### Vacuum Cleaner:

RN, BL, RN, BL, ↓

#### Hat Slice:

→, →, ←, ↓ HP (INSIDE SWEEP)

#### Friendship:

RN, LP, RN, LK (PAST SWEEP)

#### Babality:

↓, →, →, HP

#### Animality:

RN, RN, RN, RN, BL (CLOSE)

#### Brutality:

HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP

#### Pit:

↓ ↓ →, →, LK

### LINKS

LK, LK, ←+HK (3-HITS, 19%)

HP, LP, HP, LP, LK, LK, ←+HK  
(7-HITS, 34%)

## MILEENA

### SPECIAL MOVES

#### Sai Toss:

(HP) 2 SECONDS, THEN RELEASE (CAN BE DONE IN AIR)

#### Air Kick:

→, →+LK

#### Ground Roll:

←, ←, ↓+HK

### FINISHING MOVES

#### Nail Spit:

←, ←, ←, →, LK (FULL SCREEN)

#### Suck and Spit:

↓, →, ↓, →, LP (CLOSE)

#### Friendship:

↓ ↓ ←, →, HP

#### Babality:

↓ ↓ →, →, HP

#### Animality:

→, ↓ ↓ →, HK (CLOSE)

#### Brutality:

HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP

#### Pit:

↓ ↓ ↓ LP

### LINKS

HP, HP, ↑+LP, ↓+LP  
(4-HITS, 22%)

HK, HK, ↑+LK, ↑+HK  
(4-HITS, 23%)

HP, HP, HK, HK, ↑+LK, ↑+HK  
(6-HITS, 30%)



## NIGHTWOLF

### SPECIAL MOVES

#### Shoulder Ram:

→, →+LK

#### Arrow Shot:

↓ ←+LP

#### Hatchet Swipe:

↓, →+HP

#### Projectile Reflection:

←, ←, ←+HK

#### Fast Shoulder Ram:

←, ←, →+HK

### FINISHING MOVES

#### Energy Channel:

↑, ↑, ←, →, BL (CLOSE)

#### Lightning Axe:

←, ←, ↓, HP (MID RANGE)

#### Friendship:

RN, RN, RN, ↓ (SWEEP)

#### Babality:

→, ←, →, ←, LP

#### Animality:

→, →, ↓, ↓ (CLOSE)

#### Brutality:

HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

#### Pit:

RN, RN, BL

### LINKS

HK, HK, ←+HK (3-HITS, 19%)

HP, HP, LP, ↓, →+HP (JUGGLES; 4-HITS, 23%)

HP, HP, LP, HK (4-HITS, 22%)

LK, HP, HP, LP, HK (5-HITS, 27%)

LK, HP, HP, LP, ↓, →+HP (JUGGLES; 5-HITS, 28%)

## NINJA BLIND

### SPECIAL MOVES

#### Clone Throw:

→, →+HP

#### Teleport Slam:

↓ ↑

#### No Block Ball:

↓, →+LP

### FINISHING MOVES

#### Spirit Spin:

←, ←, →, →, HK (HALF SCREEN)

#### Teleport Massacre:

↓, ↓, ↑, RN

#### Babality:

→, →, →, LP

#### Friendship:

→, →, ←, HP (FULL SCREEN)

#### Animality:

←, →, ←, →, HK (JUMP)

#### Brutality:

HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

#### Pit:

↓, →, BL

### LINKS

HP, HP, LP, HK (JUGGLES; 4-HITS, 22%)

LK, LK, LK, LK (4-HITS, 23%)

## RAIN

### SPECIAL MOVES

#### Mind Control Orb:

↓, →+HP

#### Super Roundhouse Kick:

←+HK

#### Lightning Grab:

←, ←+HP

### FINISHING MOVES

#### Turned Upside Down:

→, →, ↓, HP (CLOSE)

#### Lightning Storm:

↓ ↓, ←, →, HK (PAST SWEEP)

#### Babality:

→, ←, ←, HP

#### Friendship:

→, →, →, LP (PAST SWEEP)

#### Animality:

BL, BL, RN, RN, BL (CLOSE)

#### Brutality:

HP, BL, LK, HK, BL, LK, HK, BL,  
HP, LP

#### Pit:

→, ↓, →, LP

### LINKS

HP, HP, LP, HP (4-HITS, 22%)

HK, HK, LK, HK, ←+HK  
(5-HITS, 24%)

## RAYDEN

### SPECIAL MOVES

#### Lightning Toss:

↓, →+LP

#### Reverse Lightning Toss:

↓, ←+LP

#### Teleport:

↓, ↑

#### Torpedo:

←, ←, → (AIR/GROUND)

#### Shocker:

(HP) FOR 3 SECONDS, RELEASE HP

### FINISHING MOVES

#### Super Uppercut:

(HP) FOR 10 SECONDS  
RELEASE HP (CLOSE)

#### Super Shocker:

(LK) FOR 3 SECONDS RELEASE LK,  
TAP BL+LK RAPIDLY (CLOSE)

#### Babality:

↓ ↓, ↑+HK (PAST SWEEP)

#### Animality:

↓, →, ↓, HK (PAST SWEEP)

#### Friendship:

↓, ←, →, HK

#### Brutality:

HP, HP, LK, LK, LK, HK, LP, LP, LP,  
BL, BL

#### Pit:

↓ ↓ ↓, HP

### LINKS

LK, LK, ←+HK  
(3-HITS, 19%)

HP, HP, LP, LP  
(JUGGLES; 4-HITS, 27%)

HP, HP, LP, →+HP  
(4-HITS, 31%)



## REPTILE

### SPECIAL MOVES

#### Fast Force Ball:

→, →, HP+LP

#### Slow Force Ball:

←, ←+HP+LP

#### Slide:

←+LP+BL+LK

#### Acid Spit:

→, →+HP

#### Invisibility:

↑, ↓+HK

#### Reverse Elbow:

←, →, LK

### FINISHING MOVES

#### Body Snack:

←, →, ↓, BL (MID RANGE)

#### Corrosion:

→, →, ↑, ↑, HK (SWEEP)

#### Friendship:

↓, →, →, ←, HK (CLOSE)

#### Babality:

→, →, ←, ↓, LK

#### Animality:

↓, ↓, ↓, ↑, HK (CLOSE)

#### Brutality:

HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

#### Pit:

BL, RN, BL, BL

### LINKS

HP, HP, ↓+LP  
(3-HITS, 21%)

HK, HK, ←+HK  
(3-HITS, 21%)

HP, HP, HK, ←+HK  
(4-HITS, 24%)

## SCORPION

### SPECIAL MOVES

#### Spear:

←, ←+LP

#### Teleport Punch:

↓, ←+HP (CAN BE DONE IN AIR)

#### Forward Leap Punch:

↓, →+HP (CAN BE DONE IN AIR)

#### Air Throw:

BL (WHILE BOTH KOMBATANTS ARE IN THE AIR)

### FINISHING MOVES

#### Hell Fire:

↓, ↓, ↑, HK (FAR)

#### Hell Grab:

→, →, ←, LP (MID)

#### Friendship:

←, →, →, ←, LK (CLOSE)

#### Babality:

↓, ←, ←, →, HP

#### Animality:

→, ↑, ↑, HK (CLOSE)

#### Brutality:

HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

#### Pit:

→, ↑, ↑, LP

### LINKS

HP, HP, ↑+LP (3-HITS, 18%)

HP, HP, HK, ←+HK  
(4-HITS, 24%)

HK, HK, LK, LK  
(4-HITS, 23%)

## BEKTOR

### SPECIAL MOVES

#### Straight Missile:

→, →+LP

#### Homing Missile:

→, ↘, ↓, ↙, ←+HP

#### Teleport Punch:

→, →+LK

#### Double Missile:

←, ←, →+LP (GROUND /AIR)

### FINISHING MOVES

#### Compactor:

LP, RN, RN, BL (SWEEP)

#### Flame Thrower:

→, →, →, ←, BL (FAR)

#### Friendship:

RN, RN, RN, RN, ↓  
(HALF SCREEN)

#### Babality:

←, ↓, ↓, ↓, HK

#### Animality:

→, →, ↓, ↑ (CLOSE)

#### Brutality:

HP, HP, BL, BL, HK, HK, LK, LK,  
LP, LP, HP

#### Pit:

RN, RN, RN, ↓

### LINKS

HK, HK (2-HITS, 15%)

HP, HP, ↓+LP (3-HITS, 18%)

HP, HP, HK, ←+HK (4-HITS, 22%)

HP, HP, HK, HK, ←+HK  
(5-HITS, 26%)

## RHEVA

### SPECIAL MOVES

#### Ground Stomp:

←, ↓, ←+HK

#### Fireball:

↓, →+HP

#### Aerial Stomp:

↓, ↑

### FINISHING MOVES

#### The Hammer:

↓, →, →, ↓, LP (CLOSE)

#### Skin Rip:

(HK) ←, →, → RELEASE HK (CLOSE)

#### Friendship:

→, →, ↓, →, HP

#### Babality:

↓, ↓, ↓, ←, HK

#### Animality:

RN, BL, BL, BL, BL, (CLOSE)

#### Brutality:

HP, LP, BL, LK, HK, BL, HK, LK, BL,  
LP, HP

#### Pit:

↓, →, ↓, →, LP

### LINKS

HP, HP, LP, →+HP (JUGGLES;  
4-HITS, 25%)

HK, HK, LK, ←+HK (4-HITS, 27%)

HP, HP, LP, HK, HK, LK, ←+HK  
(7-HITS, 42%)



## SINDEL

## SPECIAL MOVES

**Fireball:**

→, →+LP

**Air Fireball:**

↓, →+LK (WHILE JUMPING OR FLOATING)

**Wave Dizzy:**

→, →, →+HP

**Float:**

←, ←, →+HK (→ OR ← TO MOVE)

**Double Fireball:**

←, ←, →, LP

## FINISHING MOVES

**Hair Wrap:**

RN, RN, BL, RN, BL (SWEEP)

**Sonic Scream:**

RN, BL, BL, RN + BL (CLOSE)

**Friendship:**

RN, RN, RN, RN, RN, ↑

**Babality:**

RN, RN, RN, ↑

**Animality:**

→, →, ↑, HP

**Brutality:**

HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

**Pin:**

↓↓↓ LP

## LINKS

HP, HP, ↓+HP (JUGGLES; 3-HITS, 19%)

HP, HP, LP, HK (4-HITS, 25%)

HK, HP, HP, ↓+HP (JUGGLES; 4-HITS, 27%)

HK, HP, HP, LP, HK (5-HITS, 33%)

## SMOKE

## SPECIAL MOVES

**Spear:**

←, ←+LP

**Teleport Uppercut:**

→, →+LK

**Air Throw:**

BL (WHILE BOTH KOMBATANTS ARE IN MID-AIR)

**Invisibility:**

(BL) ↑, ↑, RN

## FINISHING MOVES

**Armageddon:**

(BL), ↑, ↑, →, ↓ (FULL SCREEN)

**Grenade Drop:**

(RN+BL), ↓↓ →, ↑ (SWEEP)

**Friendship:**

RN, RN, RN, HK (FULL SCREEN)

**Babality:**

↓↓↓ ←, ←, HK

**Animality:**

↓ →, →, BL (FULL SCREEN)

**Brutality:**

HP, LK, LK, HK, BL, BL, LP, LP, HP, BL, BL

**Pin:**

→, →, ↓ LK

## LINKS

HP, HP, LP (3-HITS, 18%)

HP, HP, HK (3-HITS, 19%)

HP, HP, LK, HK, LP (5-HITS, 26%)

## STRYKER

### SPECIAL MOVES

#### Rushing Attack:

→, →+HK

#### Baton Takedown:

→, ←+LP

#### Single Bomb Low:

↓, ←+LP

#### Single Bomb High:

↓, ←+HP

#### Double Bomb Low:

→, ↓, ←+LP

#### Double Bomb High:

→, ↓, ←+HP

#### The Gat:

←, →+HP

### FINISHING MOVES

#### Explosive Vest:

↓, →, ↓, →, BL (CLOSE)

#### Tazer Charge:

→, →, →, LK (FULL SCREEN)

#### Friendship:

LP, RN, RN, LP

#### Babality:

↓, →, →, ←, HP

#### Animality:

RN, RN; RN, BL (SWEEP)

#### Brutality:

HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

#### Pit:

→, ↑, ↑, HK

### LINKS

HP, HP, LP

(JUGGLES; 3-HITS, 18%)

LK, LK, ←+HK (3-HITS, 19%)

HK, HP, HP, LP

(JUGGLES; 4-HITS, 23%)

## RHAND

## TOURIST

### SPECIAL MOVES

#### Single Fireball:

←, ←+HP

#### Double Fireballs:

←, ←, →+HP

#### Triple Fireballs:

←, ←, →, →+HP

#### Triple Ground Fireballs:

→, →, ←, ←+LK

### FINISHING MOVES

#### Bed of Spikes:

(LP), ↓, →, →, ↓ RELEASE LP (CLOSE)

#### Soul Removal:

(LP), RN, BL, RN, BL  
RELEASE LP (CLOSE)

#### Friendship:

LK, RN, RN, ↓

#### Babality:

RN, RN, RN, LK

#### Animality:

(HP), RN, RN, RN  
RELEASE HP (SWEEP)

#### Brutality:

HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

#### Pit:

↑, ↑, ←, LP



# MORTAL KOMBAT

NOOB SAIBOT	→, ↓ ↓ ←, HK
BARAKA	↓ ↓ LK
JOHNNY CAGE	←, ←, ↓+LP
SONYA	↓ ↓ ↓+RN+ LP+BL
RAYDEN	↓ ←, →, LK
RAIN	RN, BL, LK
CYRAX	BL, BL, BL
SCORPION	↓ ↓ →+LP
REPTILE	RN, BL, BL, HK
JAX	→, →, ↓+LP
SECTOR	↓ →, ←+RN
LIU KANG	↓ ←, ↑, →, ↓ (360° FORWARD)
JADE	→, →, ↓ ↓+BL
SHEEVA	→, ↓ →+LK
KUNG LAO	RN, RN, BL, RN
SMOKE	→, →, LP
NIGHTWOLF	↑, ↑, ↑
SINDEL	←, ↓ ←+LK
ERMAC	↓ ↓ ↑
CLASSIC SUB-ZERO	BL, BL, RN, RN
STRYKER	→, →, →+HK
KABAL	LP, BL, HK
KITANA	→ ↓ →+RN
KANO	←, →, BL
MILEENA	RN, BL, HK
MK1 KANO	(360° BACKWARD)
MK1 RAYDEN	←, ←, →, RN
MK2 KUNG LAO	←, ↓ ←, HK
MK2 JAX	↓ →, ←, HK
SUB-ZERO	→, ↓ →, HP
GORO	←, ←, ←, LK
KINTARO	(LP) FOR 3 SECONDS
SHAO KAHN	←, ←, →, HK
MOTARO	→, ↓ ←, HP

## LINKS

HP, HP, LP, ←+HK (4-HITS, 22%)

HK, HK, ←+HK (3-HITS, 19%)

## CLASSIC SMOKE

### SPECIAL MOVES

#### Spear:

←, ←+LP

#### Teleport Punch:

↓, ←+HP

(CAN BE DONE IN AIR)

#### Air Throw:

BL (WHILE BOTH

KOMBATANTS ARE IN AIR)

### FINISHING MOVES

#### 1-2-3 Stretch:

→, →, ←, RN (MID)

#### Tele-Death:

RN, BL, RN, RN, HK

(OUTSIDE SWEEP)

#### Friendship:

↓, →, →, →, RN

#### Babality:

←, ←, →, RN

#### Animality:

→, →, →, ←, HK

(ONESTEP)

#### Brutality:

HP, BL, LK, HK, HP, HK, HP, HK, LP,  
LK

#### Pit:

→, ↑, ↑, LP

### LINKS

LK, LP

(JUGGLES) (2-HIT, 15%)

LK, HK, LK, ←+HK

(4-HITS, 23%)

HP, HP, HK, ←+HK

(4-HITS, 24%)

## PLAYSTATION BOSS MOVES

## GOARD

### SPECIAL MOVES

#### Grab and Smack

→, →, HP

#### Uppercut

↓+HP

#### Throw

(CLOSE) →+LP

#### Fireball

←, ←, ←, LP

#### Spin

←, ←, →, HK

#### Roar

↓↓LK

## KINTARO

### SPECIAL MOVES

#### Fireball

←, ←, →, HP

#### Throw

(CLOSE) →+LP

#### Uppercut

↓+HP

#### Teleport Stomp

↓↑

#### Grab Smash

→, →, HP

#### Roar

↓↓LK



## SHAO KUN

### SPECIAL MOVES

#### Hammer

←, →, HP

#### Fireball

←, ←, →, LP

#### Pick Up and Slam

(CLOSE) →+LP

#### Grab and Smack

→, →, HP

#### Shoulder

↓, ↘, →, LP

#### Upwards Shoulder

↓, ↘, →, HP

#### Insult

↓↓, LK

#### Laugh

↓↓, HK

## MOTARO

### SPECIAL MOVES

#### Fireball

→, ↘, ↓, ↙, ←, HP

#### Toss

(CLOSE) →+LP

#### Sweep

←+LK

#### Grab and Smack

→, →, LP

#### Teleport

↓↑

## CLASSIC

## CHARACTERS

## LIU KANG

### SPECIAL MOVES

#### Lightning:

↓, ↘, →, LP

#### Teleport:

↓, ↑

#### Torpedo:

←, ←, →

### FINISHING MOVES

#### Fatality:

→, ←, ←, ←, HP

(OUTSIDE SWEEP)

#### Brutality:

HP, HP, HP, HP, BL, HK, HK, HK,  
LP, HP, HP, HP

#### Babality:

↑, ↑, ↓, HK

#### Stage:

↓, ↓, →, HK

### COMBOS

HP, ↓+LP, ↓+LP, ↓+LP  
(JUGGLES; 4-HITS, 19%)  
HK, ←+HK, ←+HK  
(3-HITS, 19%)

## MKII KANGU

### SPECIAL MOVES

#### Knife Toss:

(BL) ←, →

#### Knife Tornado:

←, →, HP (TAP HP)

#### Cannonball:

ROTATE D-PAD 360 DEGREES  
CLOCKWISE

### FINISHING MOVES

#### Heart Rip:

←, ←, ↓, ↘, →, LP (CLOSE)

#### Brutality:

HP, HP, BL, HK, HK, LK, HK, HP,  
HP, LP, HP

#### Babality:

←, ←, ↓, ↓, LK (PAST SWEEP)

#### Stage:

←, →, →, BL

### COMBOS

HP, HP, HP, HP (4-HITS, 22%)

LK, LK, HK, →+HK  
(4-HITS, 21%)

## MKII KUNG LAO

### SPECIAL MOVES

#### Torpedo:

←, ←, →

#### Hat Toss:

←, →, LP

#### Spin:

↑, ↑, LK (TAP LK)

#### Dive Kick:

↓+HK (IN AIR)

#### Teleport:

↓, ↑

### FINISHING MOVES

#### Hat Decapitation:

(LP) ←, → (FAR; AIM FOR NECK)

#### Brutality:

HP, LP, HK, HK, LP, LP, LP, LK,  
LK, BL, HP

#### Friendship:

←, ←, ←, ↓, HK

#### Babality:

→, →, ←, ←, HK

#### Stage:

→, →, →, HP

### COMBOS

HP, ↓+LP, ↓+LP, ↓+LP  
(JUGGLES; 4-HITS, 27%)

LK, LK, HK, ←+HK, ←+HK  
(5-HITS, 30%)

## MKII JAX

### SPECIAL MOVES

#### Air Wave:

→, ↓, HK (AIR)

#### Energy Wave:

→, ↘, ↓, ←, HK

#### Gotcha Grab:

→, →, LP (TAP LP)

#### Quadruple Slam:

LP (AND THEN TAP HP)

#### Ground Smash:

(LK) FOR 3 SECONDS

#### Back Breaker:

BL (IN AIR)

### FINISHING MOVES

#### Head Crush:

(LP) →, →, →, RELEASE LP (CLOSE)

#### Brutality:

HP, HP, BL, HK, LP, LP, HP, BL,  
HK, HK, HP

#### Friendship:

↓↓, ↑, ↑, LK

#### Babality:

↓, ↑, ↓, ↑, LK

#### Stage:

↑, ↑, ↓, LK

### COMBOS

HP, HP, HP, LP, ←+HP  
(5-HITS, 28%)

LK, LK, LK, HK, LK, ←+HK  
(6-HITS, 28%)



# SECRET CODES

43

## PLAY AS CHAMELEON

Select any male ninja, and then hold B+BL+RN+HP+HK. Chameleon morphs between all ninjas during kombat.

## "?" OPTION SELECT

At the Options Screen, hold L1+L2+R1+R2+↑ until the screen shakes. This enables you to select from the following hidden options: 1-Button Fatalities, Instant Aggressor, Normal Boss Damage, Low Damage, Health Recovery.

If you select 1-Button Fatalities, they are as follows:

HP = Brutality

LP = Babality

HK = Fatality #1

LK = Fatality #2

RN = Animality

BL = Friendship

## STAGE SELECT

At the Character Select Screen, highlight Sonya, Press Up, and then press Start. After choosing your character, you can select the level.

## SHAO KAHN'S TREASURE CHEST

If you win the game, you get to select an award from Shao Kahn. There are 12 different possibilities, depending on the symbol that you choose. Here's the breakdown:

Box:	Award:
1	Tournament Outcome
2	Fight Chameleon
3	MK1 Classic Endurance Kombat
4	MK2 Classic Endurance Kombat
5	Random Prize
6	Fatality Demonstration #1
7	Fatality Demonstration #2
8	Fatality Demonstration #3
9	Super Endurance Kombat
10	Battle with Shokan Champions
11	Mega Endurance Kombat
12	Supreme Demonstration

Mortal Kombat Trilogy

# Madden NFL '97™

You've just taken a shot to the ribs by a 300-pound, adrenaline-pumped, head-hunting defensive lineman. You can hardly breathe—but this is not the time to feel any pain. It's gut-check time.

Your team has the ball. It's fourth and 10 on your opponents' 45 yard line. You have no timeouts left, and you need a touchdown to win the game. You've gotta make a call quickly, but what do you call? Wide receiver streaks, an out and up, a Hail Mary? Your team is depending on you to make the play...



## OPTIONS

In Madden '97, you can choose from the following game options:

**Exhibition**—a one game matchup against a human opponent or the computer.

**Season**—a 16-game schedule of the current 96-97 regular season plus playoffs, Super Bowl, and the Pro Bowl (based upon season performance).

You can select the team(s) you want to play as through the season, but you can play any game as any team. In addition, you can simulate play (let the computer play the games), trade and create players, and receive injury reports.

**Tournament**—Eight or 16 teams battle to a "finals"; you can play as any team in the tournament.





In addition to the gameplay options, there are a couple of cool ways to track your favorite player and team's performances.

**W/L**—Follow your coaching abilities by tracking your team's wins/losses by entering your name at User Records screen before any game

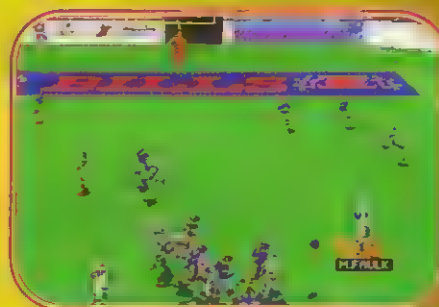
**All-Time Records**—Keeps track of 14 different records, such as most passing yards, most tackles, and longest punt. You must enter your initials at the User Records screen if you want a chance at entering the record books.

## OFFENSIVE KEYS TO WINNING

The key to a smooth, high-powered offense is play selection. You need to mix up your play calling. Some of the top plays include the following:

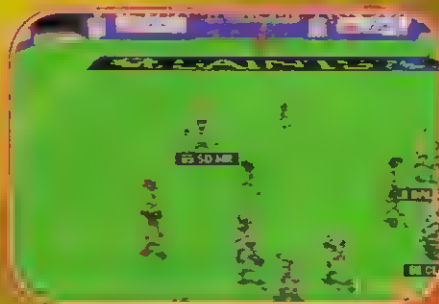
**I Formation/3WR/Out and Ups**—Tough for the defense to cover; QB has two options: the HB out of the back-field or the TE on the curl pattern.

**Single Back/Normal/Quick Slant**—First thought to defense is run; three receivers run 10-yard slants, a fourth runs a streak pattern; very efficient in short yardage situations.



**Near/Deep Post**—Both wideouts run post patterns; may need to take control of the intended receiver to move into position to catch the ball.

**Pro Form/HB Option Pass**—What starts off as a run ends up as a pass by the halfback; can throw to two receivers on the play.



## DEFENSIVE KEYS TO WINNING

*Without a stingy defense, your team's going nowhere. Your defense needs to stop the run and put plenty of pressure on the QB.*

*Pick a defense that you're comfortable with so you don't feel like you need to call a new defense on each play. Some of the more stingy defenses include the following:*

### THE 3-4

**3-4 Blitz**—Good pass rush; linebackers drop into pass coverage; decent run support.

**3-4 Single Man**—Great run defense; prevents runs to the outside.

**3-4 Wildcat**—Good run and pass defense; strong safety and outside linebacker blitz strengthens pass rush.

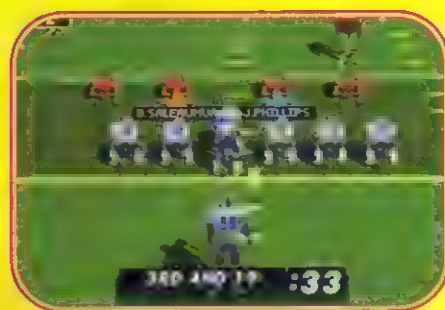
### THE 4-3

**4-3 Whim**—Works well against the run, while also preventing the deep pass.

**4-3 Blitz**—Works very well against the short-yardage run; puts heavy pressure on the QB; may give up short pass plays.

### NICKEL

**Manman 2**—Decent coverage against the pass; also works well at stuffing run plays.



### COACHES TIPS

*There are some things that you should have learned during training camp but you didn't, so it's time to get out the chalkboard. This little "refresher course" should jog your memory and help improve your overall gameplay.*

**Quarterback**—Don't drop back too far in the pocket when passing. Your decision to pass should be made quickly and within at least two to three seconds. Avoid running laterally with the line of scrimmage when passing.

**Running Back**—Cut to the outside and look for holes in the defense. When running away from defense or in the open, hit the speed button to give you a couple



of extra yards and put some distance between you and the defender. Follow your blocks and use the spin button to get yardage on the inside runs.

**5.** If your intended receiver is covered, take control of the receiver and cut back around the defender and jump if needed.

## DEFENSE

**Defending Pass Plays**—On passing plays, take control of a lineman and rush the QB. Jump when he passes to attempt an interception or break up the pass. Position yourself in front of the intended receiver. Press **▲** to attempt an interception or break up the pass.



**Tackling**—When tackling the ball carrier from behind or the side, the dive can be a risky tackle because it can easily be mistimed. However, throwing yourself in front of a player is often an effective way of stopping the ball carrier. When a player in possession of the ball touches a defensive player that's laying on the ground, there's a strong chance that he will trip and fall.

## SITUATIONAL PLAYS

*In every game, you'll encounter the same situation over and over. Third and long, short yardage plays, and so on. This sections summarizes the most common situations and suggests some sure-fire fixes to remedy the situation.*

### THIRD AND LONG (7 OR MORE)

**Single Back/Normal/Quick Storm**—Throw to either outside receiver.

**1 Formation / 3 Wide Cut Back Up**—Throw to the halfback or the inside receiver.

### THIRD AND SHORT (4 OR LESS)

**One Back/TE/MTN/HB Inside**—Run the halfback to the outside, cut up the sideline, and follow your blockers.

**One Back/TE/MTN/HB Inside**—Pass—Throw to the halfback, who cuts to the outside. This play is quite a bit of work for a few yards, but it is effective.

**One Back/TE/MTN/HB Inside**

Throw to the outside receiver on the quick slant or the halfback out of the backfield.



**One Back/TE/MTN/HB Inside**—This is a quick hand-off and run by the halfback between the tight end and tackle.

### SECOND AND LONG (7 OR MORE)

**One Back/HB Dive**—Run the halfback to the outside and cut up the sideline or look for a hole to open up in the defense.

**One Back/4 WR/Circle Pass**—Look for the open receiver. If they are all covered, throw to the halfback from the backfield.

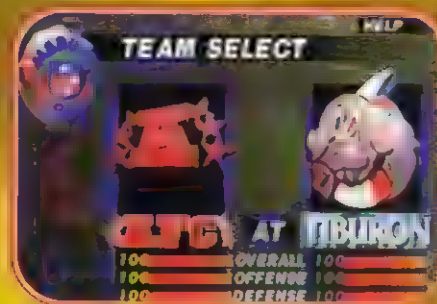
### TWO POINT CONVERSIONS

**One Line/Wide/Power Slant**—The formation may trick your opponent into thinking this is a running play. Throw to either wide receiver on the slant.

**One Back/4 WR/Quick Slant**—Similar to the above play; however, this play differs in the number of receivers and the formation. Throw to either wide receiver on the play.



**Secret Team**—Enter the name TIBURON at the User Records Screen. Next, back up to the Team Select Screen. Now you can select from the following secret teams: EA Sports developers; Tiburon programmers; all '50s & '60s; all '70s, '80s, '90s; or all Madden all-time. Alternatively, use random select (L2+R2) at the Team Select Screen and you'll be able to access some hidden teams randomly.

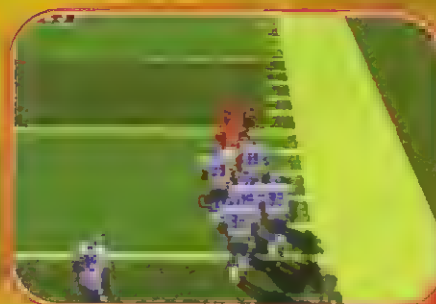


**Secret Controls**—Hold down (L2+R2) while your PlayStation is starting up; you'll access a video player that allows you to view all of the FMVs from the game.

### PRIME TIME!

*Some things to check out...*

- Here is a sure fire big gainer when playing two players against the computer. Run the Out and Ups in the I Formation. Throw to the half back, who cuts and runs up the sideline. The other player should select the outside wide receiver and create a roadblock by running behind the halfback and blocking the defensive players.
- Use the 3-4/52 Wildcat when blocking extra points and field goals. Select the defensive tackle over the offensive center, and then run straight toward the kicker and jump.
- When you have a player in the clear or near a TD, press "Stiff Arm" and your player does a little "Deion Dance" instead of the Stiff Arm.
- Prevent defense is more likely to give a pass interference



**Madden NFL '97**

# Street Fighter Alpha™ 2

## Universal Techniques

Air Blocks	← or ↙ in the air
Throw Counter	← + P/K before hitting ground
Rolling	← ↙ ↓ + P immediately after being knocked down
Taunt	Select/Taunt button (once per round)

## Super Combos

A Super Combo can be performed at three levels of power, selectable by the number of punches/kicks pressed when performing the move. Naturally, the higher the level of Super Combo, the more damage it inflicts on your opponent.

## Custom Combo

The Custom Combo is almost like a Super Combo, but you control the Custom Combo's hits. A Custom Combo is started by pressing two punches and a kick, or two kicks and a punch, simultaneously. Once it has started, a timer bar appears over the Super Meter that tells you how long you have to perform the combo.

## Alpha Counters (After Blocking)

Alpha Counters are the same for all characters.

Alpha Counter #1: ← ↙ ↓ + P

Alpha Counter #2: ← ↙ ↓ + K

## Individual Moves and Strategies

### Legend

FP	Fierce Punch	3P	All three Punches	360	Rotate the D-pad
SP	Strong Punch	3K	All three Kicks		360 degrees
JP	Jab Punch	Dir	Press in any direc-	720	Rotate the D-pad
RK	Roundhouse Kick		tion		720 degrees
FK	Forward Kick	Jump	Press up, up-back,	(air)	Move can also be
SK	Short Kick		or up-forward		done
P	Any Punch	Charge	Hold in that direc-		in the air
K	Any Kick		tion for		
			2 seconds		



# The Characters

## ADITH

### SPECIAL MOVES

#### Jaguar Tooth:

↓↘→ + K

#### Jaguar Kick:

→↘↓↙← + K

### SUPER COMBOS

#### Jaguar Assault:

↓↘→↓↘→ + P, (TAP P/K  
REPEATEDLY AT LEVEL 3 ONLY)

### COMBOS

Jumping deep RK, a ducking MP, level 3 Jaguar Assault, tap Punch repeatedly.

Jumping cross-up FK, a standing JP, Roundhouse Rising Jaguar.

Jumping deep RK, standing JP, Short Rising Jaguar.

#### Rising Jaguar:

→↓↘ + K

#### Overhead Elbow:

→ + SP

#### Jaguar Revolver:

↓↘→↓↘→ + K

## AKUMA

### SPECIAL MOVES

#### Blue Fireball:

↓↘→ + P

#### Red Fireball:

→↘↓↙← + P

#### Air Fireball: Jump

↓↘→ + P

#### Dragon Punch:

→↓↘ + P

#### Hurricane Kick:

↓↙← + K (AIR)

#### Ashura Warp:

←↓↙/→↓↘ + 3K/3P

### SUPER COMBOS

#### Messatsu Fireball:

→↘↓↙←→↘↓↙← + P

### COMBOS

Deep jumping RK, two standing JPs, press 5, SK, FP (completes Instant Hell Murder)

Deep jumping RK, ducking FK, level 3 Messatsu Uppercut.

Deep jumping RK, ducking FK, level 3 Messatsu Fireball.

Air Fireball, close Massatsu Fireball.

Air Fireball, close Massatsu Uppercut.

#### Roll:

↓↙← + P

#### Hundred

#### Demon Somersault:

↓↘→↗ + P, P/K (CLOSE THROWS,  
FAR ATTACKS)

#### Overhead Chop:

→ + SP

#### Spin Kick:

→ + FK

#### Diving Kick:

JUMP, ↓ + FK (AT PEAK OF JUMP)

#### Instant Hell Murder:

JP, JP, → SK, FP (LEVEL 3 ONLY)

## BIRDIE

### SPECIAL MOVES

#### Bull Head:

CHARGE ← → + P

#### Bull Horn:

(2P) OR (2K)

### SUPER COMBOS

#### Bull Revenger:

↓ ↘ → ↓ ↘ + P OR K

### COMBOS

Deep jumping RK, ducking SP, level 3 Birdie.

Deep jumping RK, ducking SP, level 3 Bull Revenger.

Deep jumping RK, ducking FP, Bull Head.

## CHARLIE

### SPECIAL MOVES

#### Back Fist:

→ + HARD PUNCH

#### Jumping Back Kick:

→/← + FK

#### Sonic Boom:

← → + P

### SUPER COMBOS

#### Sonic Break:

CHARGE ← → ← → + P, TAP P

#### Somersault Justice:

CHARGE ↙ ↘ ↙ ↑ + K

### COMBOS

Deep jumping FK while charging 1, two ducking JPs, ducking SK, level 1 Crossfire Blitz, charge 1 immediately, level 2 Somersault Justice.

Deep jumping RK while charging 1, ducking SP, level 3 Somersault Justice.

Deep jumping FK while charging 1, three ducking JPs, level 3 Crossfire Blitz.

Deep jumping RK while charging 3, three ducking JPs, Roundhouse Somersault Shell.

#### Murderer Chain:

360 + P

#### Bandit Chain:

360 + K

#### The Birdie:

CHARGE ← → ← → + P

#### Top Kick:

→ + MEDIUM KICK

#### Charging Side Kick:

→/← + RK

#### Flash Kick:

CHARGE ↓ ↑ + K

#### Crossfire Blitz:

CHARGE ← → ← → + K



## CHUN LI

## SPECIAL MOVES

## Fireball:

←↙↓↘→ + P

## Lightning Leg:

TAP K REPEATEDLY

## SUPER COMBOS

## Super Fireball:

↓↘→↓↘→ + P

## Spinning Air Kick:

CHARGE ↓↑ + K

## Flip Kick:

→↘↓↙← + K

## Heel Kick:

JUMP, ↓ + FK

## Knee Flip:

↘ + RK

## Thousand Burst Kick:

CHARGE ←→←→ + K

## Rising Heaven Kick:

CHARGE ↙↘↙↑ + K

## COMBOS

Opponent cornered, deep jumping FK while charging 6, two standing JPs, a standing SK, level 1 Thousand Burst Kick, level 2 Super Fireball.

Deep jumping RK while charging 1, ducking FK, level 1 TBK, Rising Bird Kick.

Deep jumping RK while charging 1, ducking FK, level 3 Rising Heaven Kick.

Deep jumping FK while charging 1, ducking FK, Rising Bird Kick.

## CHUN LI (HIDDEN SFA1 VERSION)

## SPECIAL MOVES VARIATION

## Fireball:

CHARGE ←→ + P

## DAN

## SPECIAL MOVES

## Self-Taught Wave Punch:

↓↘→ + P

## Shiny Dragon Punch:

→↓↘ + P

## Flurry Kick:

↓↙← + K

## SUPER COMBOS

## Super Wave Punch:

↓↘→↓↘→ + P

## Hissho Murai Ken:

↓↙←↓↙← + K

## Rolling Taunt:

↓↘→↓↙← + TAUNT

## Air Taunt:

JUMP, TAUNT

## Super Taunt:

↓↘→↓↘→ + START

## COMBOS

Opponent cornered, deep jumping SP, ducking SK, level 3 Hissho Murai Ken.

Deep jumping SP, two ducking JPs, ducking SK, level 3 Super Wave Punch.

Deep jumping SP, ducking FK, level 3 Super Shiny Dragon.

Deep jumping SP, ducking SK, level 3 Super Wave Punch.

## YOGA

### SPECIAL MOVES

#### Yoga Fire:

↓↘→ + P

#### Yoga Flame:

→↘↓↙← + P

#### Yoga Blast:

→↘↓↙← + K

#### Yoga Teleport:

←↓↙/→↓↘ + ↓K/↓P  
(AIR/GROUND)

#### Yoga Needle:

↓ + K (AIR) (KICK DETERMINES  
DISTANCE)

### SUPER COMBOS

#### Yoga Inferno:

↓↘→↓↘→ + P

### COMBOS

Roundhouse Yoga Needle, ducking FK while charging 1, level 3 Yoga Inferno.

Roundhouse Yoga Needle, ducking FK while charging 1, Yoga Fire.

At medium range, Yoga Fire, follow attack, close FP.

#### Yoga Dive:

↓ + FIERCE P (AIR)

#### Overhead Chop:

(JP)

#### Teleport Recover:

←↙↓ + K (AFTER  
KNOCKDOWN)

#### Air Taunt:

JUMP, TAUNT

#### Yoga Strike:

↓↘→↓↘→ + K

## CRANE (HIDDEN SFIICE VERSION)

### SPECIAL MOVES VARIATIONS

#### Yoga Fire:

↓↘→ + P

#### Yoga Flame:

←↙↓↘→ + P

## CRANE

### SPECIAL MOVES (MANTIS)

#### Switch to Crane Style:

PRESS ↓K

#### Geki-ro:

→↓↘ + K

#### Hundred Punch:

TAP P REPEATEDLY

### SUPER COMBOS (MANTIS)

#### Terrible Shadow:

↓↘→↓↘→ + P

#### Death Curse:

↓↙←↓↙← + P

### SPECIAL MOVES (CRANE)

#### Switch to Mantis Style:

PRESS ↓P

#### Roll Through:

CHARGE ←→ + P

#### Crane Tooth:

CHARGE ↓↑ + K (↓ +  
RK: AIR STOMP, NO  
BUTTON: WALL KICK)

### SUPER COMBOS (CRANE)

#### Snake Bite:

↓↘→↓↘→ + P

#### Mad Tooth:

JUMP. ↓↙←↓↙← + K (AIR)



**COMBOS (MANTIS)**

Deep jumping FP, ducking JP, ducking FK, level 3 Terrible Shadow.  
 Deep jumping FP, ducking FK, level 3 Death Curse.

**COMBOS (CRANE)**

Deep jumping FP, ducking SP, Fierce Roll Through.  
 Close ducking SK, level 3 Snake Bite.

**GUY****SPECIAL MOVES****Bushin Dash and Stop:**

↓↘→ + K, K

**Bushin Hurricane Kick:**

↓↙← + K

**Bushin Air Throw:**

↓↘→ + P, P

**Turn Punch:**

↓↙← + P

**Bushin Dash and Slide:**

↓↘→ + FK, K

**Bushin Dash and Crescent Kick:**

↓↘→ + RK, K

**Overhead Elbow:**

→ + SP

**SUPER COMBOS****Bushin Strong Thunder Kick:**

↓↘→↓↘ + K

**Bushin Eight-Double Fist:**

↓↘→↓↘ + P (TAP P REPEATEDLY AT LEVEL 3 ONLY)

**COMBOS**

Close JP, SP, FP, RK.

Deep jumping RK, standing JP, ducking SK, level 3 Bushin Strong Thunder Kick.

Bushin Air Throw so opponent bounces into corner, level 3 Bushin Eight-Double Fist.

Deep jumping RK, standing JP, standing SK, Forward Bushin Hurricane Kick.

**KEN****SPECIAL MOVES****Fireball:**

↓↘→ + P

**Hurricane Kick:**

↓↙← + K  
 (AIR/GROUND)

**Dragon Punch:**

→↓↘ + P

**Roll:**

↓↙← + P

**Fake Roll:**

↓↘→ + TAUNT

**Overhead Axe Kick:**

→ + FK

**SUPER COMBOS****Violent Rising Dragon Wave:**

↓↘→↓↘ + P

**Dragon God Fist:**

↓↘→↓↘ + K, TAP K REPEATEDLY

**COMBOS**

Deep jumping RK, ducking FK, level 3 Dragon God Fist.

Deep jumping FP, two ducking SKs, level 3 Violent Rising Dragon Wave.

Deep jumping FP, two ducking SKs, Fierce Dragon Punch.

Opponent cornered, deep jumping FP, two standing JP, ducking SK, Fierce Fireball.

## N. BISON

### SPECIAL MOVES

#### Psycho Shot:

CHARGE ← → + P

#### Double Knee Press:

CHARGE ← → + K

#### Head Press:

CHARGE ↓ ↑ + K (OPTIONAL: AFTER STOMP, ↓ + P FOR SKULL DIVER)

### SUPER COMBOS

#### Knee Press Nightmare:

CHARGE ← → ← → + K

### COMBOS

Deep jumping RK, ducking FK, level 3 Knee Press Nightmare.

Deep jumping RK, ducking FK, level 3 Psycho Crusher.

Deep jumping RK, ducking FK, Roundhouse Knee Press.

#### Somersault Skull Diver:

CHARGE ↓ ↑ + P, P

#### Bison Warp:

← ↓ ↙ / → ↓ ↘ + ↓ K / ↓ P

#### Psycho Crusher:

CHARGE ← → ← → + P

## ROLENTO

### SPECIAL MOVES

#### Patriot Circle:

↓ ↘ → + P (UP TO 3X)

#### Mekong Delta Attack:

↓ ↙ ← + P, P

#### Mekong Delta Escape:

↓ ↙ ← + K, K

#### Mekong Delta Air Raid:

↓ P, P

#### Stinger:

→ ↓ ↘ + K, K

#### Pipe Balance:

→ + FK

### SUPER COMBOS

#### Mine Sweeper:

↓ ↙ ← ↓ ↙ ← + P

### COMBOS

Deep jumping FP, ducking FK, Fierce Patriot Circle (X3).

Deep jumping FP, ducking FK, level 3 Take No Prisoners.

Deep jumping FP, standing FP.

#### Take No Prisoners:

↓ ↘ → ↓ ↘ → + K

## ROSE

### SPECIAL MOVES

#### Soul Spark:

↓ ↙ ↓ ↘ → + P

#### Soul Reflect:

↓ ↙ ← + P

#### Soul Throw:

→ ↓ ↘ + P

#### Soul Spiral:

↓ ↘ → + K

#### Slide:

↘ + FK

### SUPER COMBOS

#### Aura Soul Spark:

↓ ↙ ← ↓ ↙ ← + P

#### Aura Soul Throw:

↓ ↘ → ↓ ↘ → + P

#### Soul Illusion:

↓ ↘ → ↓ ↘ → + K



## COMBOS

Opponent cornered, level 1 Soul Illusion, deep jumping FP, ducking FK (not slide), level 2 Aura Soul Spark.

Deep jumping FP, ducking SP, level 1 Soul Illusion, level 2 Aura Soul Spark.

Level 1 Soul Illusion, jumping cross-up FK, ducking FP, level 2 Aura Soul Throw.

Deep jumping FP, ducking FP, Roundhouse Soul Spiral.

## RYU

### SPECIAL MOVES

#### Fireball:

↓↘→ + P

#### Hurricane Kick:

↓↙← + K

### SUPER COMBOS

#### Super Fireball:

↓↘→↓↘→ + P

#### Dragon Punch:

→↓↘ + P

#### Fake Fireball:

↓↘→ + TAUNT

#### Overhead Punch:

→ + SP

#### Hop Kick:

→ + FK

#### Super Hurricane Kick:

↓↙←↓↙← + K

## COMBOS

Deep jumping RK, ducking FK, level 3 Super Hurricane Kick, jumping SP.

Opponent cornered, deep jumping RK, two standing JPs, ducking SK, level 3 Super Fireball.

Deep jumping RK, ducking FK, level 3 Super Fireball.

Deep jumping RK, three ducking SKs, Roundhouse Hurricane Kick.

## "EVIL" RYU

### SPECIAL MOVES

#### Fireball:

↓↘→ + P

#### Hurricane Kick:

↓↙← + K (AIR)

#### Dragon Punch:

→↓↘ + P

#### Ashura Warp:

←↓↙/→↓↘ +  
↓K OR ↓P

#### Fake Fireball:

↓↘→ + START

### SUPER COMBOS

#### Super Fireball:

↓↘→↓↘→ + P

#### Super Hurricane Kick:

↓↙←↓↙← + K

#### Messatsu Uppercut:

↓↘→↓↘→ + P

#### Instant Hell Murder:

JAB PUNCH, JAB PUNCH, →,  
SHORT KICK, FIERCE PUNCH  
(LEVEL 3 ONLY)

## COMBOS

Deep jumping RK, two standing JPs, press →, SK, FP (completes Instant Hell Murder).

Deep jumping RK, ducking FK, level 3 Super Hurricane Kick, jumping SP.

Deep jumping RK, ducking FK, level 3 Messatsu Uppercut.

Opponent cornered, deep jumping RK, two standing JPs, ducking SK, level 3 Super Fireball.

Deep jumping RK, ducking FK, level 3 Super Fireball.

## TIGER

### SPECIAL MOVES

#### Tiger Shot:

↓↘→ + P

#### Ground Tiger Shot:

↓↘→ + K

### SUPER COMBOS

#### Tiger Cannon:

↓↘→↓↘→ + P

#### Tiger Knee:

→↓↘ + K

#### Tiger Uppercut:

→↓↘ + P

#### Tiger Genocide:

↓↘→↓↘ + K

#### Tiger Raid:

↓↙←↓↙← + K

### COMBOS

Opponent cornered, deep jumping RK, ducking SP, level 1 Tiger Raid, Fierce Tiger Blow.

Opponent cornered, deep jumping RK, ducking SK, level 3 Tiger Genocide.

Jumping cross-up SK, standing SK, Fierce Tiger Blow.

Deep jumping RK, ducking SP, level 3 Tiger Cannon.

## SHURIMA

### SPECIAL MOVES

#### Fireball:

↓↘→ + P (REPEATEDLY PRESS P TO MAKE BIGGER, THEN STOP TO THROW)

#### Dashing Dragon Punch:

→↓↘ + P

#### Hurricane Kick:

↓↙← + K

#### Overhead Kick:

→ + FK

#### Flower Kick:

→ + MEDIUM KICK

### SUPER COMBOS

#### Super Fireball:

↓↘→↓↘→ + P

#### Spinning Roundhouses:

↓↙←↓↙← + K

### COMBOS

Deep jumping FP, ducking JP, ducking SK, standing SK, Fierce Dashing Dragon Punch.

Deep jumping FP, ducking SP, level 3 Violent Rising Dragon Wave.

Deep jumping FP, ducking SP, level 3 Spinning Roundhouses.

Deep jumping FP, ducking SP, level 3 Super Fireball.

## SHOGUN

### SPECIAL MOVES

#### Jigoku Scrape:

→↓↘ + P

#### Shiraha Catch:

→↓↘ + K (ONLY AGAINST JUMPING ATTACKS OR OVERHEADS)

#### Butsumetsu Buster:

360 + P

#### Daikyo Burning:

360 + K

### SUPER COMBOS

#### Super Rushing Jigoku:

↓↘→↓↘→ + P

#### Omega Slam:

720 + P



## COMBOS

Opponent cornered, Jumping RK, ducking SK, level 3 Super Rushing Jigoku.  
 Deep jumping FP, standing JP, Fierce Butsumetsu.  
 Deep jumping FP, ducking SK, Fierce Jigoku Scrape.  
 Deep jumping RK, standing FK, Jab Jigoku Scrape.

## ZANGIEF

### SPECIAL MOVES

#### Double Lariate:

↓P/↓K

#### Banishing Punch:

→↓↘ + P (ELIMINATES PROJECTILES)

### SUPER COMBOS

#### Final Atomic Buster:

720 + P

## COMBOS

Deep jumping cross-up FP, two ducking JPs, ducking SK, Fierce Banishing Punch.  
 Deep jumping cross-up FP, ducking JP, standing SK, Spinning Pile Driver.

#### Flying Power Bomb:

360 + K

#### Spinning Pile Driver:

360 + P

#### Aerial Russian Slam:

↓↘→↓↘→ + P

## ZANGIEF (HIDDEN SFII:CE VERSION)

### SPECIAL MOVES

#### Spinning Clothesline:

2P (ANTI-PROJECTILE)

#### Spinning Pile Driver:

360 + P

## TRICKS

### SELECT WINNING POSE

When you win any round, press Select and one of the attack buttons. Different attack buttons will produce different poses.

### STAGE SELECT

On the Character Select Screen, highlight the fighter whose stage you want to fight on. Press and hold Start for about 2 seconds, then keep holding start and select your character. If you hold it for 5 seconds on either Bison's or Sagat's square, you access two hidden stages.

### FIGHT AGAINST THE MID-BOSS

Win five rounds with Super Combo or Custom Combo Finishes without losing a round before the sixth match.

### PLAY AS SUPER AKUMA (JAPANESE PLAYSTATION CODES)

Highlight Akuma. Press Start. Move the D-pad ↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →, press and hold Start, then press any attack button.

# Twisted Metal<sup>TM</sup> 2

A driving instructor's worst nightmare is a video gamer's dream come true in this sequel to last year's successful car-vs-car shootout frenzy. For those unfamiliar with the original *Twisted Metal*, the game pits you and your opponents in a variety of 3-D environments. The basic goal? Annihilate your opponents before they destroy you. To accomplish this, each car is outfitted with a variety of special weapons and combo moves; in addition, littered throughout each course are tons of hidden powerups and new, potent weapons for players to pick up.

While the first game's fighting arenas were all set in Los Angeles, the sequel has gone international with settings from Paris to Colombia—each with perilous obstacles and secret areas to explore. Plus, this game has added some new vehicles into the mix, including a bulldozer and a man strapped to a two-wheeled fighting machine. If you don't want to let *Twisted Metal 2* turn you into a victim of vehicular manslaughter, you'd better take a look at these key tips before you turn on the ignition...



# GAME BASICS

## ATTACK CODES

Here's a list of attacks that can be done any time during a battle with the D-pad:

- **Freeze Ray**—Left, Right, Up.
- **High Jump**—Up, Up, Left. Use it to avoid an attack.
- **Rear Attack**—Left, Right, Down. Shoots the currently selected weapon. Use it to shake off tailgaters.
- **Land Mine**—Right, Left, Down. Make sure you don't drive in reverse right after you lay one.
- **Napalm**—Right, Left, Up.
- **Shield**—Up, Up, Right. Lasts about three seconds.
- **Invisibility**—Right, Down, Left, Up. Lasts about three seconds.

## WEAPON STRATEGY

- **Freeze ray**—This weapon immobilizes opposing cars by chilling them into huge ice cubes. While frozen, these cars become sitting ducks for any gun or missile attacks.
- **Remote weapon**—If you have someone right on your tail, the remote weapon is great. Just drop it, trigger it, and the vehicle tailgating you will feel the burn. However, be careful—trigger it too soon after you drop it, and your car may take some damage, too.
- **Napalm attack**—This weapon shoots a flaming bomb that explodes. Any car that drives through it will catch fire. It's a tricky weapon to use, mainly because it can hurt you as much as it can hurt your opponent.

Avoid using this weapon in close quarters, such as a room or tight area. If you do, you're bound to hurt yourself.

Don't use it on a target that's headed toward you, either—the computer will anticipate your attack and avoid it. The best tactic is to shoot the napalm bomb over a vehicle you're closely pursuing; that way, the bomb will land in front of it, and your target will be forced to run through it. Make sure you swerve out of the way after you launch the bomb so you don't run through it as well.

## OFFENSIVE STRATEGY

**Destroy everything**—buildings, stationary vehicles, doorways, signs, paintings, whatever. Most everything you destroy in this game hides a powerup, a path to a hidden area, or a secret code.

**Destroy cars first**—As a car takes more hits, it shows battle damage, such as blackened paint and deformed metal. Seek out these cars first for easy kills.

**Destroy one enemy at a time**—Try to destroy one enemy at a time. It's easier to keep tabs on two or three healthy enemies than to keep track of five or six banged up foes.

## DEFENSIVE STRATEGY

**Avoid the flames**—If you drive through fire, you'll become engulfed in flames and take serious damage. Use a turbo boost to snuff out the flames.

**Avoid explosive danger**—If you see any yellow or white hubcaps lying on the ground, avoid them at all costs. They're not hubcaps—they're mines left behind by other cars!

**Stay alert**—Your radar screen will beep when there's an enemy right on your tail. If you hear the sound, make a quick turn to avoid any attacks your enemy might unleash.

## VEHICLE WEAPONS

**Each of the 12 starting vehicles has a special weapon. Here's a brief description of them and when each is most effective:**

**Lightning (Indy car)**—This attack turns your car into a tornado. Use it close to an enemy, and it'll spin your enemy's vehicle into the air. It does a surprising amount of damage.

**Triple missile (white sports car)**—He has a triple missile that can avoid some obstacles.

**Energy wave (purple minivan)**—His energy wave attack expands from the vehicle in a circular direction. The closer you are to an enemy when you unleash it, the more damage it does.

**Flaming head (black sports car)**—A flaming head flies out. Pound for pound, it's the most powerful special weapon available, but it requires a good aim.

**Lightning taser (siren)**—A lightning taser emanates from the sirens. It's omnidirectional, so you can use it to zap a car that's following you.



- **Mr. Freeze (ice truck)**—As the name implies, this devastating special attack picks up the offending vehicle, and then slams it against the ground repeatedly. A killer move, but you have to be very close to the car for it to work effectively. It works best when a freeze ray immobilizes the target first.
- **Shadov**—His long-range flying plague attack can be manually detonated any time after you launch it. It's tough to use, mainly because it's difficult to gauge how close it is to an enemy when you trigger it. Shoot it at a group of cars for maximum damage.
- **Hammer Head (4X4)**—This carcruising attack works only at very close range, thus reducing its overall potency. It's most effective when used in conjunction with a freeze ray.
- **Grasshopper (dune buggy)**—This light, nimble attack gets the vehicle airborne to slam on top of the enemy. You must trigger it at close range to get a direct hit.
- **Thumper (pink Cadillac)**—Don't let this car's color fool you. Thumper lets loose a blazing flamethrower attack that lasts several seconds; anyone caught in the path catches fire. Your target must be close for it to work effectively.
- **Warthog (humvee)**—This attack unleashes a missile salvo that grows in power the longer it stays airborne. For the best results, use it at long range.
- **Roadkill (souped-up Camaro)**—He unleashes a boomerang missile; it's rather tricky to use, because it does the most damage on the return trip back.

## VEHICLE SELECTION

**The vehicle you select depends on which criteria you value in combat. Here's how they measure up in some important categories:**

- **Speed**—If quickness is what you need in a car, the vehicles of choice are Hammer Head, Specter and Twister.
- **Firepower**—If you want cars with the most weapons and best special attacks, look into Mr. Slam and Axel.
- **Balance**—The best all-around vehicle is probably Mr. Grimm. It's a good choice for beginners.

## DISPLAY OPTIONS

Press the **Select** button and a **D-Pad** direction simultaneously to toggle on/off some very vital features. These display modifications can be made at any time during a battle (you don't need to hit pause):

- **Car View**—Up + Select. This changes the car view mode from close up to an aerial view.
- **Who's Tailing**—Right + Select. This allows you to see who's tailing you.
- **Weapon Display**—Down + Select. This changes the weapon display from icons to a text list.
- **Radar Display**—Left + Select. This turns the radar on and off. Your best bet is to keep it on at all times.

## THE COURSES

### STAGE 1:

#### LOS ANGELES

- **City limits**—Los Angeles hasn't seen this much fire and violence since the last week, or perhaps the previous Twisted Metal tournament. True to form, there are no courteous drivers on the freeways. Shoot the Hollywood sign to blow it up.
- **Powerups above**—Use the yellow ramps on the road to find some weapon powerups above the tunnels. Use your turbo button to get the speed necessary to jump the ramp.
- **Electric Avenue**—A power generator holds four powerups. Blow off the legs in red to collect each one (don't shoot the powerups or they'll disappear). Two of those are lighting powerups. Trigger them when an enemy car is near the generator to give them a nasty shock.
- **Bonus**—Underneath one tunnel is a teleport to a room with a health powerup and other bonuses. But watch out—an enemy can easily pin you down in there with a napalm bomb.
- **Powerups in buildings**—Remember to blow up each of the still-standing buildings to find additional powerups.
- **Powerups in the air**—On the outer freeway, the space in between one jump hides some powerups—you can get some of them by leaping over the ramp, but be sure you don't fly through the fire.



## STAGE 2: MOSCOW

- **Location** The combat takes place in the close quarters of a giant satellite dish.
- **Parity** This stage is very small, so there's nowhere to hide. Keep an eye on the radar to make sure no one's following you.
- **First aid** At the bottom-center of the stage is a medical powerup. It's the only one available in the stage, so save it if you can.
- **Powerups**—There are two ramps that cross in the middle at the top of this level. Attack these early to collect missile powerups.
- **Life's good at the top**—The best tactic is to stay at the top of the circular dish, and pick off those who try to come up to visit. Dwell too long at the bottom of the dish, and you'll find yourself too vulnerable to a back attack.
- **Lightning strikes**—In this stage, the lightning weapon will hit cars jumping from one ramp to another. Time the bolt to coincide with an enemy's jump.

## STAGE 3: PARIS

- **Terrorist attractions**—The city of love becomes the city of hate as road warriors take over the cobbled streets and world-famous landmarks.
- **Think destruction**—Blow up the statues, cars, and buses in the streets. Almost all of them hide weapon powerups or health recovery icons.
- **Remodel Paris**—You can blow up the Eiffel Tower to reveal a secret rooftop level filled with powerups. Go to the base of the tower and pick up the remote bomb next to it. Underneath the tower is a teleport that will transport you to the upper level of the tower. Set a remote bomb, drive back to ground level and trigger the bomb. You should see a large series of explosions that topple the tower. Teleport back up to the upper level, and the tower becomes a bridge to the various rooftops.

When on the rooftops, you can use the ramps to jump from roof to roof. Use your turbo boost to get some added speed.

**Hint** If you blow up the front doors to the Notre Dame Cathedral, you'll find various powerups and a teleport that will take you to the roof. From there, you can see who's lurking on the rooftops.

## STAGE 4: AMAZONIA

**Hint** A maze of ancient ruins hovers above a pool of lava. Lots of narrow stone paths connect the various landmarks.

**Lava level** The red, steaming lava will eat your car, so avoid extended periods in the molten mess.

**Secret area** One of the big buildings has a secret room with a teleport to an island of powerups. You'll need to blow a hole in the building to gain access. An underground tunnel hides several powerups. The entrances are marked by tall statues, which you'll need to blow up with a missile or bomb.

## STAGE FIVE: NEW YORK

**Vantage Point**—The Empire State Building and The Statue of Liberty are two eye-catching landmarks in this rooftop stage. Watch out for those rooftop edges—you can fall to your death fairly easily.

**Elevator action**—Look for the small elevators in the glass buildings; they contain powerups.

**Surprise**—Shoot a missile at the Statue of Liberty and you'll light her torch. Additional missiles will cause the statue to reveal a skimpy red bikini. After that, you can blow her up.

**First aid**—If you're in dire need of health, look for a black-and-white New York fashion sign. Drive under it to hit a set of ramps—one of them sends you through a neon sign with a floating first-aid powerup.



## STAGE SIX: ANTARCTICA

As the action heats up, the ice will melt... literally. Entire chunks of the playing field will fall into the ocean, resulting in icy death for those dumb enough to stay on thin ice. Look for tell-tale flashing cracks in the ice as a signal to seek solid ground.

- **Green**—There's a nice first-aid powerup in a stone arch that you can get by accelerating and jumping through a small hole.
- **Radio active**—Blow up small radio towers to find additional powerups.
- **Dead ends**—If you're driving through the thin chasm in the middle of the stage, watch out for the "dead" ends. As the playing field sinks into the sea, the chasm's two ends will transform into thin air.

## STAGE SEVEN: HOLLAND:

- **What's ahead**—This is perhaps the most challenging stage because the battle zone is a wide-open wheat field. The best approach to beating this level is to keep driving in circles, shooting weapons off the moment you pick them up. Also, try to destroy enemies one at a time.
- **Don Quixote**—Don't blow up the windmills until after you collect the powerups inside them. A good tactic is to set a remote bomb inside a windmill, wait for an enemy to follow you in, and then jump out and blow the windmill up.

## STAGE EIGHT: HONG KONG:

- **What's ahead**—From the ocean-side fishing docks to the subway system, this city stage is full of dead ends. The good news is the dead ends contain numerous powerups; the bad news is that you don't want to get trapped in one.
- **Risky visit**—While the narrow subway paths aren't a good place to get hemmed-in by enemies, they do hide plenty of powerups. Make sure you make a visit.
- **Bonus o rama**—A notable landmark, accessible only through a pair of ramps, is a small garden and shrine littered with powerups. Hit this place early to gather a strong arsenal. The shrine has a teleport that will get you to its rooftop—use a turbo boost to jump from that rooftop to a square ledge that has even more goodies.

# NBA® Hangtime

## TRAINING CAMP

If you don't have the motivation or the desire to win, you'll never make it to the big game. It takes hard work and determination, stuff a lot of players just don't have. But most importantly, you've gotta have the skills. The behind-the-back passes, the monster rejections, and the high-flying slams. Do you have what it takes?

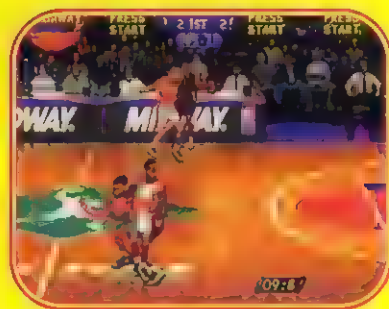
If your skills are a little rusty, then you've come to the right place. This section takes you through a "mini-camp" for NBA HangTime rookies and veterans—without all the two-a-day workouts! This section breaks down all the facets of the game, both offensively and defensively. It even teaches you some new tricks, like *double dunks* and *spin moves*. So lace up your shoes and prepare for battle on the hardwood!

### OFFENSIVE SKILLS

#### THE SPIN MOVE

The Spin Move enables the player with the ball to perform a 360 degree turn while running (pressing Turbo). To execute this move, press Turbo twice. Note that the Spin Move drains a substantial portion of the Turbo Meter. A player can only spin twice before draining all of his Turbo.

It's considerably harder to steal the ball from a spinning player. However, it's often difficult deciding when a spin is worth the drain on your Turbo. Many defensive players attempt to steal the ball immediately after the inbound pass. If the offensive player spins as he receives the pass, he can often slide right past both defenders for an easy fastbreak.



#### ALLEY-OOPS

An alley-oop dunk occurs when one player passes to his or her teammate as the second player jumps toward the basket. There are two clues that indicate when you should pass the ball: 1. the player jumping "flashes" (successful attempts flash white; unsuccessful attempts flash red); 2. you'll hear the announcer say "He goes up!"

To execute the alley-oop without the ball, press Turbo and Shoot to jump towards the basket (as if dunking) to receive the pass.

To execute the alley-oop with the ball, press Pass between the time your teammate leaves the floor and reaches the basket.

The passing player may hand off the ball while standing, running, or even shooting. This makes the alley-oop one of the best shots for faking out an opponent. It's also a great way to recover from what would otherwise be a blocked shot.





Some players are better in one role or the other. For example, Dennis Rodman tends to throw a lot of wild passes when a teammate goes up for the dunk. However, Rodman rarely misses a dunk. Other players, like John Stockton, will turn an alley-oop pass into a lay-up. A guy like this should stick to outside and let his teammate take it to the hoop.

## DOUBLE DUNKS

So you thought that the alley-oop got the crowd excited? Wait until they see a double dunk! They'll go crazy!

The double dunk occurs when you (or your teammate) goes up for a dunk. As one player is in the air, the other follows suit and flies to the hoop as well. Instead of finishing the dunk with the first player, lob the ball while in the air to second player anytime after he "flashes" and the first player completes his dunk.

Double dunks are very difficult to block. Most players, computer included, tend to attempt a block on the first dunker. This makes it nearly impossible for a defender to even attempt a second block against the second player.



## TRIPLE DUNKS AND BEYOND!

Triple dunks are a reality, but extremely difficult to do. You won't get any kind of bonus for performing a triple dunk outside of bragging rights. To pull off a triple dunk, you really need two strong dunkers. The second player needs to follow the first player in a way that will have him leaving the ground as the first player begins his descent. The first player must then immediately pass, land, run back to about the three point line, charge back at the basket and jump. If you're quick you may just be able to pass the ball again for the triple dunk. This won't work if the second player's dunk isn't one of the slow, high dunks. Good luck!



## FIRE AND TEAM FIRE!

Any player who scores three baskets in a row is "on a hot streak" or "on fire". While on fire a player has unlimited Turbo and all of his statistics are boosted. In other words, every action that player takes will have a higher chance of success. This condition lasts until the player scores four baskets, his opponent scores a basket, or it wears off over time (about two minutes of play time).

When you make three consecutive alley-oops or double dunks, your team acquires Team Fire for 25 seconds of offense or defense—even if your opponent scores a regular basket! The only way to cancel Team Fire is for the opposing team to execute an alley-oop or double dunk of their own. This is just like the normal Fire, but both player's skills are boosted.



## LAYUPS

So, you want to shoot an old-fashioned layup? While dunking, press the Shoot button a second time to perform a layup. However, if your teammate is in the air for a double dunk, you may end up passing to him instead of performing the layup.

Why do a lay-up? When a player switches from a dunk to a lay-up, he tosses the ball up and towards the basket. Therefore, if a defensive player is in-front of the shooter, he tosses the ball over the defensive player's head and into the basket. Like most shots, there's no guarantee that this will work, but it may be the only way to salvage a shot.



## SHOOTING THE ROCK

Hangtime isn't all about monster dunks and alley-oops. Sometimes you'll be forced to take a shot from the floor. In many cases your only chance of winning may be sinking several consecutive threes in the closing seconds of the fourth quarter.

If you've played much at all, you've already figured out that not every player can shoot. Sometimes it may even seem like the big guys can't see the basket from more than two feet away. That's why you need to rely on your smaller, quicker guys for the outside shot.



The basic principle of shooting is pretty obvious: A greater distance between the shooter and the defense drastically increases the chance for a shot to go in. For this reason, you should constantly be looking for the wide open shot.

Speed is one of the easiest ways to force an open shot. Match your faster players against slower opponents. This creates a lot of fastbreaks. Plus, if your teammate is busy knocking guys down on the inside, a quick player can rush to the outside for an easy three.

Dunk fakes also lead to a lot of great looks at the basket. As your sky-walker leaps into the air, computer-controlled opponents tend to run in for the block. A quick player can take advantage of this by passing to the outside for a 3-pointer while both computer-controlled opponents are in mid-air. This tactic can also be reversed for easy alley-oops.

## FADEAWAY AND LEAN-IN JUMPERS

Fadeaway jumpers are shots in which the player shooting the ball falls away from the basket as he shoots the ball. To perform a fadeaway, press away from basket while shooting.

Lean-in jumpers are just the opposite of fadeaways. Lean-ins occur when the offensive player jumps towards the basket while shooting the ball. To perform a lean-in, press left or right while shooting.

These shots help you put some distance between the shooter and the defense. The lean-in jumper also closes some of the distance between player and basket, increasing a shots chance for success.





## PASSING

Passing is critical for finding open shots and completing any shot that requires teamwork. A player can decrease the defenses chance of intercepting a pass by pressing the Turbo and Pass buttons simultaneously. This "Turbo Pass" is much quicker and typically more accurate.

Avoid passing into crowds and over long distances. Any pass that covers more than half the court is a risky pass. You'll also notice that some players pass better than others. Keep this in mind as you set up those alley-oops.



## DEFENSIVE SKILLS

### REBOUNDING

Timing and skill are the keys to rebounding. A player's power and height really don't affect your rebounding ability as much as your timing.

Watch where the ball caroms after hitting the rim, quickly move to that position, and jump for the ball. If someone else is zeroing in on the ball, give him a solid shove. You've got to fight for those boards.



### BLOCKING SHOTS/GOALTENDING

A coach's best friend—the blocked shot. Blocking shots and goaltending, like rebounding, is dependent on your timing.

A good shot blocker doesn't just press Shoot while on fire and expect to reject every shot. You need to position your player correctly and time the shot block. To maximize this ability, hold Shoot until the ball is near, and then release Shoot. Tap Shoot and Turbo simultaneously for extra height and power.

Taller players will have a better chance of blocking a shot without being called for goaltending. Small guys just can't get to the ball until it begins to drop.



### PHYSICAL PLAY AND STEALING

Why block a shot if you can just strip the ball from the offense. Physical play and stealing are key elements in NBA Hangtime.



## SECRET CODES

### HIDDEN CHARACTERS

To access the following hidden characters, at the Enter Name Screen enter the four-digit number for the pin number and enter the "name" at the name option.

Pin	Name	Pin	Name
6660	Japple	2099	Mdoc
0201	Divita	2020	Amrich
0322	Turmel	0000	Pippen (Scottie Pippen)
0604	Daniel	0000	Rodman (Dennis Rodman)
6767	Eugene	0000	Johnsn (Larry Johnson)
0000	JC	0000	Rice (Glen Rice)
0503	Jfer	0000	Kidd (Jason Kidd)
6000	Jonhey	0000	Motumb (Dikembe Mutombo)
6000	Morris	0000	Ghill (Grant Hill)
6000	Bardo	0000	Dream (Hakeem Olajuwon)
6000	Minife	0000	Mourng (Alonzo Mourning)
1010	Marty	0000	Glennr (Glenn Robinson)
1010	Carlos	0000	Webb (Spud Webb)
0123	Shawn	0000	Ewing (Patrick Ewing)
6213	Eddie	0000	Starks (John Starks)
1014	MXV	0000	Ahrdwy (Anfernee Hardaway)
1000	Jamie	0000	Hgrant (Horace Grant)
7000	Nick	0000	Stackh (Jerry Stackhouse)
6000	Root	0000	Cliffr (Clifford Robinson)
6000	Mednik	0000	Davidr (David Robinson)
0000	Danr	0000	Elliot (Sean Elliot)
2000	Patf	0000	Kemp (Shawn Kemp)
0004	Kombat	0000	Malone (Karl Malone)
0004	Mortal	0000	Webber (Chris Webber)
0103	Sno	0000	Mursan (Gheorghe Muresan)
0729	Jason	0000	Miller (Reggie Miller)
0330	Quin	0000	Smits (Rik Smits)
0101	Nfunk		

### VERSUS SCREEN CODES

To access the following cheats, enter the codes listed below by pressing C, Up button, Left button, and Right button at the Versus Screen. In a 2-player game, both players must enter a code to gain access to it.

Code	What It Enables	Code	What It Enables
111	Tournament Mode	802	Maximum Power
025	Baby Mode	284	Maximum Speed
048	No Music	552	Hyper Speed
937	Goaltending	273	Stealth Turbo
616	Increased Block Power	461	Infinite Turbo
709	Increased Steal Power and Quick Hands	390	No Pushing
		120	Fast Passing



## BIG HEADS

At the Match-up Screen, press Up, Turbo, and Pass at the same time.

## HUGE HEADS

Hold Up on the D-pad when entering the Match-up Screen. Then press Pass and Turbo at the Match-up Screen (while still holding Up).

## SHOW STOPPER!

Hold Up on the D-pad when entering the Match-up Screen, then rotate the joystick clockwise 360 degrees.

## NO TAG ARROW

Hold Down on the D-pad when entering the Match-up Screen, then at the Match-up Screen hold Left, Pass, Turbo. Now your player won't have a "tag" (the flag with a number that indicates player position on-screen) while playing.

## NO DRIFT

Hold Down on the D-pad when entering the Match-up Screen. Then at the Match-up Screen press Shoot, Turbo. Now your player won't "drift" after shooting a jump shot.

## NO CPU ASSISTANCE

Hold Right on the D-pad when entering the Match-up Screen. Then at the Match-up Screen (while still holding Right) press Turbo, Turbo.

## MULTI-COLORED BALL

Hold Right on the D-pad when entering the Match-up Screen. Then at the Match-up Screen (while still holding Right) press Shoot, Turbo, Pass.

## SECRET COURT

Hold Left on the D-pad when entering the Match-up Screen. Then at the Match-up Screen (while still holding Left) press Turbo, Turbo, Turbo.

## SECRET COURT

Hold down Shoot when entering the Match-up Screen. Then at the Match-up Screen (while still holding Shoot) rotate the D-Pad clockwise 360 degrees, starting from the Up position.



# Tobal™ #1

The year is 2048, the planet is Tobal, the 98<sup>th</sup> tournament is about to begin, and you're invited. Tobal is Square's first entry into the fighting game world, and what a way to start, as it is possibly the best original fighting game on the PlayStation to date. Tobal sports high resolution graphics, clean cut gourad-shaded polygons, 3-D backgrounds, great light sourcing effects, character designs by Akira Toriyama (the creator of the Dragonball TV series), and a team comprised of people who worked on games like Tekken and Virtua Fighter 2. With this much going for it, Tobal is guaranteed to be a classic.

## REVOLUTIONARY NEW FEATURES

### REAL 3-D FIGHTING

The graphics in Tobal are top notch—the game moves at a zippy 60 frames per second. You won't believe how smooth the action unfolds before your eyes. Those of you who are familiar with veteran fighters Tekken 2 and Virtua Fighter 2 will be able to immediately pick this up and start brawling.

When we say Tobal is a 3-D fighter, we really mean it. It surpasses the boundaries of previous attempts at a true 3-D fighting game. Other games had limited 3-D movement, but Tobal has true 3-D capabilities. If your opponent attacks you, you can block, jump, dodge left or right, and immediately counterattack. Pressing Up on the controller will move you into the background, while pressing Down will move you toward the camera. The control is responsive and easy to learn.

### GRAPPLING SYSTEM

Another great feature of Tobal is the new grappling system. To perform a throw, one must first grab the opponent, then perform either a quick attack, or a more devastating throw. In the meantime, your opponent can escape your grab, counterattack, or even throw you! Finally a game without cheap throws! You can also grab your opponent from the front, the back, or either side—all which can result in completely different throws (and reversals).

### QUEST MODE

Tobal goes beyond the normal fighting genre by featuring the ultimate survival mode. The Quest Mode, which has never been done before, adds much to the life-time of the game. In Quest Mode, you run around in a Doom/Kings Field sort of view and navigate one of five dungeons complete with items, traps, and enemies. When you meet an enemy, the game reverts to the fighting game, but you remain in the dungeon. You may be in a small room fighting a puppet, or in a huge hall fighting one of the eight combatants in the original Tobal tournament. Use items to increase your abilities and to help you in battle. Complete the dungeons and greater treasures lie in store.



## LEGEND

- |   |   |
|---|---|
| <b>F</b> - Forward (toward your opponent) | <b>J</b> - Jump (default L1)                    |
| <b>B</b> - Back (away from your opponent) | <b>H</b> - High attack (default $\Delta$ )      |
| <b>U</b> - Up                             | <b>M</b> - Mid attack (default $\blacksquare$ ) |
| <b>D</b> - Down                           | <b>L</b> - Low attack (default X)               |
| <b>G</b> - Guard (default R1)             |   |

## ABBREVIATIONS

- CG** - Crouch Guard (hold D + G)
- ST** - When Standing from a crouch (release D + G)
- AW** - When facing away from opponent
- HOLD** - hold direction on pad

## ALL ABOUT GRABS

### GRAB

G + M (AT CLOSE RANGE)

## WHILE GRABBING

### PUSH

F, F (PUSHES OPPONENT AWAY)

### PULL

B, B (PULLS OPPONENT TOWARD YOU)

### MOVE

U, U OR D, D (PULLS TO LEFT OR RIGHT)

Grabs are essentially the same for all characters. Once grabbed, one can escape, counter-attack, and counter throw. Also, if your opponent begins to throw you, you can escape the throw by pressing the G + M buttons simultaneously. The timing is extremely precise, and it is very hard to do. To practice, enter the Training Mode and throw away.

The Nage Nuke will flash at the exact second that you can escape the throw. The only way to practice is to have a friend throw you until you get it right. Once you escape, you have the chance to throw them back. Throwing essentially uses the G + M buttons. All throws come from these two simple buttons. Different throws come out depending on where you grab your opponent. Pulling and pushing from frontal-grappling also determines what throw you will perform.

# Tobal #1

## CHUJI-WLI

Chuji, who reigns from the planet Earth, weighing in at 70 kg and 170 cm tall, is an average fighter. He has no real weaknesses, but also lacks specialties. Chuji's combos are average length, as he can perform a short combo and add a Mule Kick or Double Jump Kick to the end of most of them. Chuji, being neither small nor big, does average damage, but is slightly faster than most of the fighters in the tournament. Chuji is an easy fighter to pick up and start playing right away.

Use his combos to your advantage. Since he has pretty good speed compared to other fighters, allow the enemy to attack, block, and then counter strike. Use a combination of his basic combos or one of his long range low attacks, such as the Spin Kick, Mule Kick Combo, or the Sweep Kick/Double Jump Kick combo.

### MOVES

#### Sweep Kick

G + L

#### Reverse Flip Kick

B, B + M

#### Strike Palm

F + M

#### Flip Kick

B + M

#### Double Jump Kick

ST, M, M

#### Flying Neck Toss

GRAB, F, B + G + M

(HIS STRONGEST THROW)

### BASIC COMBOS

#1 H, M, L

#2 H, H, M

#3 L, M, M

#4 L, M, L

#5 CB, H, M, M

### ADVANCED COMBOS

#### Spin Kick, Mule Kick

B + L, M

#### Flurry of Kicks

L, M, L, M, M

#### 7-hit Kick combo

L, L, B + M, L, L, M, M

(TIMING IS CRITICAL)

#### Backwards Flip Kick combo

B, B + M, L, L, M, M

#### Backhand/Mule Kick

B + H, M

#### Punch, Kick Combo

B + H, H, H, H -

#### Punch Combo

B + H, H, H, M

#### Cross Up Combo

H, L, M, M



Oliems is a large alien from the planet Kientack who slightly resembles a chicken. Oliems is fairly large, at 198 cm and 110 kg, and uses some of his bulk to his advantage. He has mastered all of the basic grappling techniques, and takes off slightly more damage than the average fighter. Oliems' true strength comes from his combos, especially those starting with his speed punches. Average speed and good strength make Oliems one of the best fighters, providing him with a good chance of taking home the trophy at this outing.

You must use his many combos to be successful. Start with the speed punches and mix up the rest of the combo with your many options. If your opponent is blocking, you have a 50 percent chance of scoring a few hits. His uppercut combo is also very useful. Don't use his Chicken Attack too often. Opt instead for his Teeter-totter Attack—it's useful for faking out your opponent and should be used periodically.

## MOVES

### Jump Fist

ST, B + M

### Hook

F + H

### Backhand

B, B, + H

### Palm Strike

F + M

### Sweep

G + L

### Headbutt

ST, F + M

### Chicken Attack

ST, F + M, M

(HIT M CONTINUOUSLY AND HE FLAPS HIS WINGS.

HIT G TO HEADBUTT AGAIN.)

## BASIC COMBOS

#1 H, H, H

#2 H, H, M

#3 B + H, H, H, H, H

#4 B + H, H, H, H, M

#5 B + M, M, M, M

#6 F, F + H, M, L

#7 F, F + H, H, H

#8 F, F + H, M, M

## ADVANCED COMBOS

### 10-hit Speed Punch Combo

COMBO #3, M, H, H, H, G + H

### Speed Punch Cross Up Combo

COMBO #3, M, H, M, L

### Speed Punch Mid Combo

COMBO #3, M, H, M, M

### Speed Punch Quick Combo

COMBO #3, M, H, L

### Backhand Combo

COMBO #7, G + H

# Tobal #1

Epon is a female alien, very closely resembling a human girl. Hailing from the world of Kittaik, Epon is 167 cm tall and weighs in at 50 kg, making her one of the lightest fighters. Her incredible speed makes her ideal for beginners. Epon lacks variety in her combos. She can perform almost any 3-hit combination of high, mid, and low attacks, but cannot add many signature moves to them. She has many high-risk flying maneuvers in her repertoire, and she executes them with blinding speed. She is a bit weak when it comes to grappling, but she more than makes up for it in speed and quantity of moves.

Epon can be used a lot like Chuji. When fighting human opponents, use her speed to your advantage—attack, and then move to a defensive stance. Her basic combos are her bread and butter. Use her flying attacks whenever you think your opponent is getting comfortable. Epon is one of the characters with a counter, so practice it often—it'll come in very handy.

## MOVES

### Cartwheel Kick

F, F + M

### Jumping Side Kick

F, F + H

### Sweep Cartwheel

F, F + L, H

### Quick Flip

B + M

### Drop Kick

F + H

### Chin Kick

F + M

### Shin Punch

F + L

### Suplex #1

B + G + M

### Suplex #2

GRAB, PULL, B + G + M

### Throw

GRAB, PUSH, B + G + M

## BASIC COMBOS

# 1 H, H, H

# 2 H, M, M

# 3 H, M, L

# 4 L, M, M

# 5 L, M, L

# 6 L, M, H

## ADVANCED COMBOS

### Uppercut/Flip Kick Combo

H, H, M, M

### Drop Kick Uppercut

F + H, M

### Mix-it-Up Combo

G + H, M, M

### Mix-it-Up-More Combo

G + H, M, L



No one knows where Hom the robot came from, or why he's in the tournament. Hom is one of the slower characters—his moves take some time to execute. An opponent can capitalize on a soon-to-be-attacking Hom, but when he connects, he really connects. Hom's brutal attacks make him one of the strongest characters overall. Don't think he's just a big brute either—he can trick the best of opponents with some of his attacks. As a robot, he can also perform certain kicks and punches indefinitely.

Hom is not an easy character to learn, but if you practice, he'll become good to use. Figure out when to attack, and try to predict when your opponent is going to move in. His High Kick/Wind-up Punch move is very powerful! His Flip Kick can be followed by up to three sweep kicks, and then by a mid-level kick. By mixing up when you use the mid-level kick, you're basically guaranteed hits. He also has two unlimited combos, and while these aren't too useful, they can force an opponent to make the first move, allowing you to counterattack.

## MOVES

### Spin Punch

F, F + H

### Lead in Punch

G + H

### Back Kick

F + L

## BASIC COMBOS

#1 H, M, L

#2 H, H, M, M

#3 H, M, M

## ADVANCED COMBOS

### Wind up Punch

M, H

### Funky Kick Combo #1

G + L, M, L, M

### Funky Kick Combo #2

G + L, M, L, L, M

### Funky Kick Combo #3

G + L, M, L, L, L, M

### Infinite Punch

G + H, M, M...

### Infinite Kick

F + M, M...

(KICKS MUST ALTERNATE M, H, M, H, AFTER SECOND M)

# Tobal #1

## Fei Fong

Fei comes from the planet Earth and brings his wisdom into the frey. He will not reveal how old he is, but his fighting style shows that he isn't young. Fei hopes that his unorthodox attacks will confuse the youngsters, so he can win the trophy. Fei is an average fighter who is neither fast nor slow with average power. His grappling skills are mediocre, but Fei has a slight advantage when fighting human opponents. A good player can make good use of his skills.

Fei's Flying Uppercut is his best move. It has good range, takes off a lot of energy when it's powered up, and can be used at the end of certain combos.

Attack is the name of the game with Fei—you can win by cranking out hits before your opponent can attack you. Some attacks that look low are actually mid-hits, like his Gut Kick. As a last resort, you can always fall back on Fei's counter.

## MOVES

### Flying Uppercut

B + M

### Strong Flying Uppercut

B + M, M

### Super Flying Uppercut

B + M, M, M

### Handstand Kick

F + M

### Head Kick

B + H

### Tricky Kick

CG + H

## BASIC COMBOS

#1 H, H, H

#2 H, H, M

#3 H, M, L

#4 B + L, L

#5 F, F + M, M, M

## ADVANCED COMBOS

### Kicking Uppercut Combo

COMBO #3, F + M

### Slow Kick Combo

COMBO #3, M

### Sweep Uppercut Combo

B, B + M, L, L, F + M

### Jump Kick Elbow

F, F + M, M, M

### Jump Kick/ Low Uppercut Combo

F, F + M, M, L, F + M



## MARY

### Inventory

Mary is a champion wrestler from planet Earth. She's the slowest of the eight contenders, but what she lacks in speed, she makes up in pure grappling ability. Mary is a hefty 140 kg and is 189 cm tall. She can do more damage with the exact same throws as some of the other fighters, but her arsenal of moves is somewhat smaller. When you least expect it, she'll surprise you!

You may have a hard time controlling this character because of her lethargic pace, so make your way inside and perform grabs to maximize her effectiveness. Mary's only decent attacks are her basic combos; her moves aren't very good at all.

### MOVES

#### Double Punch

B + L, M

#### Fatso Attack

B + H

#### Overhead Smash

F + M

#### Roundhouse

G + H

### BASIC COMBOS

#1 H, H, H

#2 H, M, L

#3 F + L, L, L

#4 F + L, M, M

#5 F + L, M, H

### ADVANCED COMBOS

#### 5-hit Combo

COMBO #2, M, H

#### 4-hit Cross

B + H, L, M, H

#### Punch Surprise

COMBO #3, M, H

Ill is a strange reptilian alien from the planet Wakoibayai who possesses few real strengths, except for his long reach (thanks to his tail). Because he's fairly slow, his combos are pretty predictable and it's easy for a fast character—like Epon, Fei, or Udan—to counterattack before Ill even gets his attack off.

When using Ill, try to stay about two character-lengths away from your opponent. This is the perfect distance for Ill to work his magic. It's close enough for you to attack with his tail when you think your opponent is going to make his move. If you get in close, you're done for. His sluggish combos are your best bet to inflict some damage. Ill can also attack very well while facing the opposite direction. Use combos that turn you around, pause for a moment, then attack when your opponent thinks you're vulnerable.

## MOVES

### Low Tail

G + L

### High Tail

B + H

### Fake Roundhouse

B + M, H

### Uppercut

B, B + M

### Swing

GRAB, PUSH, B + G + M  
(GREATEST DAMAGE)

## BASIC COMBOS

# 1 H, M, L

# 2 H, M, H, M

# 3 H, L, H

# 4 F + M, L, L

# 5 F + L, L

## ADVANCED COMBOS

### Up & Down Combo

F + M, L, H, M

### 5-hit Combo

F + M, L, L, M, M

### Basic Combo

H, L, L, L, H

### Triple Punch Combo

F + L, H, M



## Earth One

The final combatant from planet Earth is Gren. He uses a very unorthodox style. Although his strength and speed are just average, Gren is able to fight with the best of them. It's hard to tell what kind of attack Gren is going to pull off next. He's even harder to read than Fei—many of his moves use a lot of animation, yet come out really fast.

When using Gren, change your style often—it's the best way to be victorious with him. Most of his attacks have good range, and his combos can be varied to keep your opponent on the defensive. Be aggressive, counterattack, and never do the same thing twice.

### MOVES

#### Gut Smash

B + M, F

#### Uppercut

F + M

#### Sweep Kick

F + L

#### Spin Kick

F, F + M

#### Crouch Attack

CG + M

#### Suplex

B + G + M

### BASIC COMBOS

#1 H, H, H, M

#2 H, M, L

#3 H, H, L

#4 B, B + M, M

#5 B + L, F, M

#6 B + M, L

### ADVANCED COMBOS

#### 4-hit Combo

COMBO #2, M

#### Super Kick Combo

B, B + M, L, M

#### Spin Kick Combo

G + H, H, M, M

#### Spin Kick/Uppercut Combo

G + H, H, M, L, M

# Tobal #1

## SNORK (MINI-BOSS)

Snork looks like the baby brother to the mini-boss Nork. His punches have good range, but his kicks are a joke. With less than fifteen attacks, he's easy to defend against. He has a few combos that can change between mid and low attacks, but when your opponent figures out this attack—and avoids it—you're pretty much out of luck.

### MOVES

#### Hook

B + H

#### Uppercut

B + M

#### Sweep

G + L

#### Swing

GRAB, PUSH, B + G + M

### BASIC COMBOS

- #1 F + L, H, H
- #2 G + H, H, M
- #3 F + L, H, H
- #4 F + L, M

### ADVANCED COMBOS

#### Infinite Punch

F + M, M...

#### Low Combo

F + L, L, M

## MUFU (BOSS)

Mufu has the longest reach of any competitor in the game. Three-hit combos are Mufu's specialty. If you're aggressive, you can hit your opponents out of their attack range with his long arms and legs.

### MOVES

#### High Kick

B + H

#### T Attack

F + M

#### Roundhouse

G + H

#### Low Kick

G + L

### BASIC COMBOS

- #1 F + L, L, L
- #2 F + L, M
- #3 F + H, H, H, H
- #4 B + M, M, M

## NORK (MINI-BOSS)

Nork, the beast fighting for Emperor Udan, is easily the largest fighter in the tournament at 304 cm tall and 350 kg. Nork tries to win by pushing you out of the ring and using his size to his advantage. Nork is the only unselectable fighter in the game.



## EMPEROR UDAN

Emperor Udan is easily the best character in the game. He can combo almost any of his moves. Even though he's small—152 cm and 45 kg—his flying attacks give him better than average reach. Udan also has seen many a tournament and has learned several different styles and moves.

When using Udan, experiment with all his different moves. It seems like the lag time between his special moves is less than that of other characters. You can perform an assortment of different combos with his extensive arsenal of attacks.

### MOVES

#### Roundhouse

B + H

#### Flip Kick

B + M

#### Sweep Kick

B + L

#### Spin Kick

F + H

#### Headbutt

F + M

#### Forward Sweep

F + L

#### Charging Shoulder

B, B + M

#### Low Shoulder

B, B + L

#### Low Drop Kick

F, F + L

#### Reversal

B + G + M

#### Dodging Headbutt

D, D + M OR U, U + M

### BASIC COMBOS

#1 G + H, H, M

#2 G + H, H, L

#3 G + H, H, L, M

#4 G + L, F + M

#5 F, F + L, M, M

#6 RUN, L, M, M

### ADVANCED COMBO

#### Udan's Special

G + H, H, L, M, M, M

# Tobal #1

## Tori's Moves (From Dragonball Z)

Tori is a small character who averages out to be no better than most of the normal characters. Dragonball fans will make familiar right away—Tori is the robot embodiment of Akira Toriyama himself. Tori has a decent amount of moves, and it's hard to decipher between the high- and mid-level attacks. His speed and strength are about average, so don't expect to go through the game perfectly on your first try. Tori also has a few good moves that improve with some experimentation.

### MOVES

#### Cartwheel Kick

F + M

#### Drop Kick

F, F, L

#### Flip Kick

F, F, M

#### Hooks

M, M

#### Jump Kick

B + H

#### Body Hook

D, D + M OR U, U + M  
(KEEP TAPPING M AND HE  
PERFORMS THE CHICKEN  
ATTACK)

#### Kick in the Gut Throw

GRAB, PUSH, B + G + M

#### Reversal

B + G + M

### BASIC COMBOS

#1 H, H, H

#2 H, H, M

#3 G + H, H

#4 G + H, M

### ADVANCED COMBO

#### Double Cartwheel Kick

B + M, M



## SECRETS

### ALTERNATE COSTUMES

On the Character Select Screen, before picking your character, hold UP and select your character.

### CHANGE THE CAMERA ANGLE

Hold L2 and R2 on the Character Select Screen until the match begins.

### PLAY AS THE BOSSES

**Snork**—Complete Episode 1 in Quest Mode.

**Mufu**—Complete Episode 2 in Quest Mode.

**Udan**—Complete Episode 3 in Quest Mode.

**Tori**—Complete Udan's Dungeon in Quest Mode.

### GAME SHARK CODES

#### Infinite Health Player 1

801EF996 0100

#### Infinite Health Player 2

801F17DE 0100

#### No Health Player 2

801F17DE 0100

#### Always Hyper in Quest Mode

801F0390 0001

#### Maximum Strength in Quest Mode

801F141A 0100

#### Maximum Defense in Quest Mode

801F141B 0100

#### Maximum Molmorán in Quest Mode

801F142B FFFF

#### Begin with 3 Hearts in Quest Mode

801F141C 0003

# Tobal #1

# WipeOut™ XL

What will the sport of racing look like 100 years from now? The first video game to show how that future might shape up is WipeOut XL—and it looks like we can expect some real changes between now and 2097. Cars have been replaced with anti-gravity craft. Concrete, flat race tracks have been replaced with metal-alloy tracks that wind and bend in three dimensions. The pit stop is now a shield energy regeneration zone. Perhaps most significantly, high-powered weapons have been added to enhance the racing experience.




About the only thing that hasn't changed is the adrenaline rush you get from speeding along at hundreds of miles per hour. Thanks to smooth, flowing 3-D graphics and a high-energy music soundtrack, this sequel to WipeOut maintains this great tradition of speed. So, strap yourself in for the race of the future!

## RACING BASICS

### AUTOPILOT

- The autopilot power-up overrides your control and lets the computer pilot your craft for three seconds. If you use it just before the pit lane, the computer will check your shield levels to decide whether you need to pit or not. Some of the pit lanes in later tracks are difficult to enter; the autopilot becomes a great tool in these situations.
- Don't waste the autopilot on long straightaways. Save it for tight, tricky turns.
- Avoid using autopilot when you've been hit with an electrobolt—it'll just slow you down.

### WEAPONS

- The best time to use a missile weapon is when you're tailgating your opponent. A hit will send your target flying in the air. Consequently, you'll be able to advance your position by sneaking underneath your temporarily-impaired opponent. (If you shoot the missile from too far away, you might wind up hitting the craft as it falls back to the track, slowing you down.)
- Some weapons can be shot at trailing opponents. When you have an opponent in target behind you, you'll see the words "Rear Lock" on the screen. Press Down on the D-Pad and  to shoot the weapon backwards.



- The quake disruptor weapon literally sends a shockwave of energy forward on the track, affecting any craft in front of you. Try not to use a turbo boost too soon after using the quake attack, or else you might accidentally run into the shockwave.
- The plasma bolt is another powerful weapon, mainly because it can destroy enemy ships on impact. Save these for straightaways because it'll be easier to aim it (unlike some other weapons, the plasma bolt does not lock on targets).

## SHIELDS

- The shield powerup is a useful tool when you're about to run over mines or hear an incoming missile coming from behind. You can't use any weapons when the shield's on, but you can pick new ones up.
- If your shield level is lower than 25 percent, the computer may give you a shield recovery power-up (it's a random chance). So, if your shield energy is critically low and you're far from the pit lane, try to run over as many power-up grids as you can—maybe you'll get lucky.

## POWERUPS

- If you pick up an item you don't want, you can throw it away by pressing **■**. The computer will never give you the same weapon twice in a row.
- The type of weapon you receive when you run over a powerup grid depends on your place in the race. If you're in front, you're more likely to receive shields and mines; if you're in the back of the pack, you're more likely to get speed-up and autopilot powerups.
- Don't use turbo boost powerups just before a turn. The boost reduces your vehicle's maneuverability, possibly causing you to run into a wall. Save the boost for a straightway; if you have a faster car such as the Qirex, you might be better off just discarding it.

## SPEED CONTROL

- When using the airbrakes, don't let go of the acceleration, or else it'll slow you down too much. Also, don't overuse the airbrakes; use them only when absolutely necessary.
- Remember that the pit lane slows your speed down. So, if you can force your opponent into the pit lane, you can gain a slight speed advantage.
- Don't use thrust continuously before a race. It will "short circuit" your acceleration, resulting in a slow start out the gate. The best way to get a quick start is to time the **X** button taps so your speed meter slowly builds up and hits the ninth line on the Thrust meter just as the announcer says, "Go!"

## VEHICLE SELECTION

- For the Vector Class tracks, the Feisar ship offers the best mix of maneuverability and acceleration. You can easily win first-place medals with this vehicle.
- For the other four tracks, you're better off learning how to use the Qirex ship. While it's the most challenging to control, it offers the best shield and maximum speed—two things you'll need in the later tracks. Mastering this craft requires smart use of the air brakes (L2 and R2) during turns.

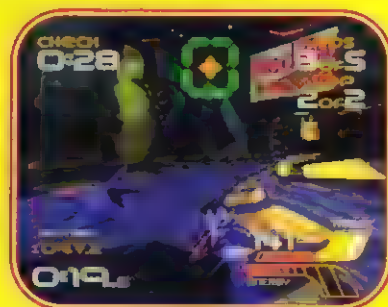
## COURSE OVERVIEWS

In general, try to take the inside line on turns when there's a craft in front of you. That way, you can pin the opposing craft to the outside, making it easier for you to pass him. Also, learn where all the blue arrow speed-up grids are located; they'll really help you pass opponents.

### TRACK ONE:

#### TALON'S REACH

This beginning track runs at a slow, easy pace. You won't need to use the airbrakes.



### TRACK TWO:

#### SAGAMATHA

You shouldn't have to use the air brakes on this snowy, alpine course either. This track offers the first ramp you must jump. Run over both speed-up grids to get maximum speed on the jump. For all jumps, pressing the D-pad Up and Down in mid-air will affect your landing. Press Down for a bumpy, fast landing; press Up for a smooth landing.



### TRACK THREE:

#### VALPARAISO

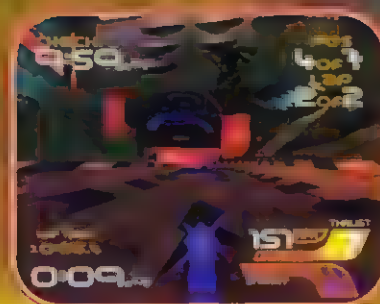
This track runs a little quicker and twistier than previous courses. It's a good time to start learning the Qirex ship. The beginning of the race offers a series of S-curves; take the inside line on each curve to hit a series of speed-ups.





**TRACK FOUR:****PHENITIA PARK**

This is the first track that tricks you with speed-ups located immediately before tight turns. Hit them straight on, and you'll crash into a wall. However, if you hit the speed-up while you're airbraking into the turn (almost sliding into it sideways), it'll serve as a slingshot around the curve. This technique is crucial in this and later tracks.

**TRACK FIVE:****GARE D' EUROPA**

This rainy, narrow track in France will be the first one where you must use extensive airbraking to come in first. There's a wicked left-hand turn that you can't anticipate because you're going uphill. If you airbrake early into the turn, you can attack it without hitting the wall. The approach of a hanging monorail train signals a series of zig-zag turns that you can speed through best by taking a straight line while holding up the nose of your craft.

**TRACK SIX:****ODESSA KEYS**

Suspended in midair by huge hovercraft, this track features two jumps that are easily negotiable—some seriously tight turns (especially the final right hairpin) aren't quite so simple. There are also several uphill/downhill turns that must be negotiated while your craft loses sight of the track. This is, without a doubt, the toughest of the eight tracks—so practice!

**TRACK SEVEN:****VOSTOK ISLAND**

If you've selected the Qirex ship, you'll find these final two tracks easier than the rapier tracks. Because of the many ramps littered throughout this island track, your primary goal will be to stay on—falling off because of a bad jump will be a costly mistake. One uphill/downhill right-hand turn must be done in midair—be careful not to oversteer or you'll wind up off the track.

# WipeOut XL

## TRACK EIGHT:

### SPILSKINANKE

The key to beating this track is using the jumps to your advantage. The trickiest one is the second to the last—a right hand turn that must be accomplished in midair. If you hit the right airbrakes as you approach the turn, you'll find your craft turning in midair. If you can time the turn so you're facing 90 degrees right as you land, there'll be no need to slow down. Also, watch out for the first right turn after the start/finish line; if you go through it too fast (especially with the Qirex craft), you can fly off the track.

## SECRETS

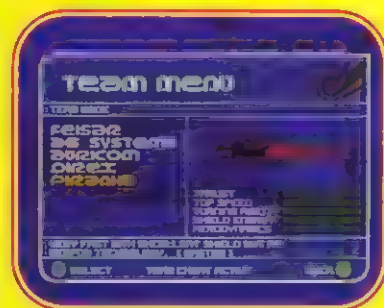
### HIDDEN PHANTOM CLASS TRACKS

If you earn a first-place medal on the first six tracks, you'll receive access to two hidden tracks in the Phantom Class.

### ARCADE CHALLENGE

If you get a first-place medal on those final two tracks, you'll receive access to the Arcade Challenge. To complete it, you must place first in all eight tracks consecutively. You have only three continues; you lose one each time you finish fourth or lower. If you place second or third, you don't lose a continue, but you can only move on to the next track with a first-place finish.

Complete the Arcade Challenge, and you'll uncover a hidden craft—the Piranha. It cannot pick up and use weapons, but it has awesome stats making it the most powerful craft in the game.



### SECRET PASSWORD

To access to the two hidden Phantom Class tracks, the Piranha Challenge, and receive a first-place medal on each of the tracks, enter this password: ■●■▲●▲X■XX■●▲■.



## PAUSED MENU BONUSES

During a game, hit Pause to enter the Paused menu. Press and hold down L1, R1, and Select, then press these button sequences for the following:

- **Invincible** (so you don't have to worry about making it to each checkpoint): **▲ ■ ● X ▲ ■ ● X.**
- **Unlimited Energy**: **▲ X ■ ● ▲ X ■ ●.**
- **Unlimited Weapons**: **X X ■ ■ ● ● ▲.**
- **Machine Gun**—(slows you down, but destroys other craft): **■ ● X ■ ● X ▲.**

## PHANTOM CLASS RACES

To access the Phantom Class races, go to the Racing Class menu. Hold down L1, R1, and Select, then press **▲ ▲ ▲ ● ● ●.**

## NEED FOR SPEED

To access all eight tracks at the Phantom Class speed, go to the Racing Class menu. Hold down L1, R1, and Select, then press **■ ● ▲ ● ■.**

## PIRANHA CRAFT

To get the powerful Piranha craft, go to the Team menu. Hold down L1, R1 and Select, then press **X X X X ● ▲ ■.**

## ANIMAL CRAFTS

As you turn on the game, hold down L1, R2, Start, and Select. This will replace the team craft with animals: a bee, snail, UFO, pig, and shark.

# Destruction Derby™ 2

*"Here are the keys to the car, son. Make sure you bring it back in one big scrap heap."*

Has this man lost his mind? No, he's just getting his son geared up for Destruction Derby 2. This sequel to the enormously-popular original is bigger and badder version that's actually three games in one: a Stock Car mode for pure winner-finishes-first racing, a Wreckin' Racing circuit for crash 'em ups on the tracks, and the Destruction Derby where 20 cars play survival of the fittest in an enclosed arena.

Graphically, this sequel stands leaps and bounds above the first game. The tracks are wider and bigger than before, and driving occurs in true 3-D—that means flips, jumps, and end-over-end spinouts. Improvements in lighting (such as camera lens flare) and car structure (like independent suspension) give Destruction Derby 2 a far more realistic look and feel than before. So buckle up, this is one road trip you definitely won't sleep through...





# DRIVING BASICS

## PLAY SMART

- Tips**—The best way to attack turns is with the powerslide. To pull one off going into a turn, tap the brakes ■ as you accelerate ● hard through a turn. The back of the car should swing out, pointing you in the right direction out of the turn. For tighter turns, use the fast steer buttons (L1 and R1).
- Pit Stops**—A new feature not in the originals is the addition of a pit lane you can use to repair car damage. Speed is the name of the game in the pits: Use the D-pad to select the part of the car you want to fix, then press **X** repeatedly. The more you press, the more you get fixed. You've got up to five seconds to fix the car before the computer forces you back onto the track.

In Wreckin' Racing mode, you only get to use the pits once, so make the most of your visit.

Don't pit in the Stock Car mode unless you have to. You can pit as often as you want, but any time you spend in the pits will hurt your overall lap times.
- Tires**—Your wheels play a greater role in this game than in the original; namely, you can lose them now. You can still drive with just two or three wheels, but it'll damage your car. Try to make a pit stop if you lose a tire.
- Gravity**—The dynamics of gravitational pull also play a huge role in this game. Remember, it's difficult to accelerate (especially in reverse) when the car is going uphill. Likewise, a car will gradually coast downhill, even if there's no acceleration being applied.
- Choice Position**—At the start of the race, the best position to be in is the back. That way, you can take advantage of all the cars that veer out of control in front of you. If you're stuck in front at the start, just go in reverse until you're in about 10th place. You'll hit a bunch of cars to get to the middle of the pack—a prime location for causing spinouts and general mayhem.



A new dimension of Destruction Derby 2 is the variety of jumps throughout the new tracks. Hit all jumps straight on—if you make last-second steering adjustments as you jump, it'll mess up your car's physics and you'll twist to one side or other. This can be a fatal mistake in the Stock Car mode.

**Don't Waste Time**—Don't waste time trying to spin out burning cars or cars emitting black smoke—they're knocked out of the race. However, cars with busted radiators (white smoke) are close to being finished. Attack those cars with gusto—you get 25 points for knocking them out.

**Instant Defeat**—Since opponents get points for spinning and knocking you out, don't be afraid to destroy your car if your own situation looks bleak (like if your radiator's smoking and you've lost all your tires). That way, none of your opponents will gain 25 points for knocking you out.

- **Plan Your Attack**—In the Destruction Derby mode, don't be too eager to rush the middle of the arena, like the computer opponents do. Wait several seconds, scan the area to see which cars are fat targets, then rush in. That initial rush into the middle can sometimes flip your car over and make you a sitting duck.

## PLAY DIRTY

- **Scope for Stragglers**—Look for cars that are smoking or missing wheels; they're easy knockout prey.
- **Reverse Psychology #1**—While racing backwards is the quickest way to lose in the Stock Car mode, it's actually a good idea in the Wreckin' Racing mode. Instead of trying to catch up to the pack in front of you, turn around and meet them head on. Even odds are that a collision will give you some serious points.
- **Reverse Psychology #2**—Take advantage of your back side in the Destruction Derby mode. Learn to drive in reverse to hit opponents for points.



**NOTE:** The steering controls are reversed when driving backwards: Left turns the car right; right turns the car left.



- If you see an overturned car on the road, back up and try to hit it hard enough to flip it over. You'll get 25 points for a 180 degree spin (the flip back over). However, you don't get points for spinning a car around on its roof.
- A good time to earn points is when cars lie pinned to walls. If you can brush them as they accelerate away from the wall, they usually spin out.
- **Easy Point.** At congested points in the race track, just stand still. Your car, as a stationary obstacle, will force other cars to spin out. You essentially get points for doing nothing.

## SCORING

- The Destruction Derby/Wreckin' Racing point system has been jacked up in comparison to the original game:
  - 50 points for spinning a car out 360 degrees.
  - 25 points for a 180 degree spin or for knocking a car out of the race.
  - 10 points for a 90 degree spin.

## CAR SELECTION

Like in the original, the game only offers three car types, with Rookie being the worst and Pro the best. The Rookie car handles the best, while the Pro car requires perfect steering precision.

## THE COURSES

### PINE HILLS RACEWAY

This fairly standard track is where your Wreckin' Racing and Stock Car Racing career begins. The only potential trouble/opportunity spot is a huge jump down one straightaway. It's trouble in the Stock Car mode because it's the one place where you can spin out if you mess with the steering wheel just before the jump. In the Wreckin' Racing mode, it's an opportunity for you to camp out and take advantage of drivers who do spin out on the jump.

## **CHALK CANYON**

The action travels from the forest to the desert. The main feature is a huge jump midway through the race. In the Stock Car mode, you must clear this jump perfectly every time or you'll lose, as it is very difficult to maneuver out of the ravine separating the jump points.

A great Wreckin' Racing stake-out place is located at the narrow exit to the second tunnel. Knock out as many cars as you can here—the clutter increases the chances of opposing car spinouts and collisions.

Chalk Canyon is also the first to introduce hiccups (little bumps that jut out one side of the track) in the road. Avoid these bumps at all costs or they will flip your car over.

## **CAPRIO COUNTY RACEWAY**

This fairly short, tame track's only exciting points are a pair of tight turns just before the starting line. They're marked by the red-and-white-painted dividers—a good signal to slow down, by the way. Again, keep off the grass. Because this track is so short, there is no pit lane available—so keep an especially keen eye on car damage.

## **SCA MOTORPLEX**

Dubbed the "home" of stock car racing, this track features a nasty first turn (a good place to camp out for points in Wreckin' Racing) and grassy edges. In the stock car mode, avoid the grass, especially in turns. The grass acts like ice—your tires will lose control if you try to turn on grass.

## **BLACK SAIL VALLEY**

This race track has three crossover points that are prime camping spots for Wreckin' Racing players to spin cars out if you can manage to hit your adversaries broadside.



## LIBERTY CITY

This downtown race occurs at night. One part of the track to keep an eye on is an unfinished road that makes car handling a bit tougher. A detour sign will warn you of the potential danger.

In addition, there are four Bowls—Red Pike Arena, the Colosseum, the Pit, and the Death Bowl. All differ slightly in size. Red Pike has a bump in the middle so cars can catch air. The Colosseum is mostly flat. The Pit (as the name implies) has a sinkhole in the middle of the arena where a lot of cars get stuck. This track has no pit lane.

The best way to survive in the Death Bowl is to drive backwards in circles around the bowl, and never slow down or stop. A quick note on the Death Bowl: It's called that because of an "instant death" pit on the right side—avoid it at all costs. Most cars will fall into it quickly, which doesn't give you much time to rack up points. As a result, you should have a sizable points lead—at least 100 points—going into the Death Bowl, so you can finish the season in first.

## ULTIMATE DESTRUCTION SPEEDWAY

A good mix of ramps and narrow points can certainly pave the way for some ultimate destruction. There are no pit stops, so racers will have to save their car from wall scrapes. The best paths to take at each branch-off point are right, left, and then left. Each path offers the widest track, reducing the chance of scraping against either wall or opponent.

A great place to rack up points in Wreckin' Racing is just after the starting line, between two jump ramps that the computer cars never use. Just camp out here, and zig-zag your car perpendicular to the track. Use your back end to knock out any cars that spin out of control and get trapped against the ramps.

# Tekken™ 2

## GAME BASICS

*The following information summarizes the command abbreviations used in this chapter and what each does.*

Abbreviation	Action
N	Return D-pad to neutral position
LP, RP, LK, RK	Punch and Kick buttons
WC	Perform the move while crouching
[ ]	Optional moves appear in brackets
( )	Charge D-pad arrows that appear in parenthesis

## BASIC MOVES

*The following is a summary of the basic game mechanics and moves common to each character.*

Name	Press
Uppercut	↘+LP
Juggle Uppercut	↘+RP
Side Kick	↘+LK
Front Kick	↘+RK
Jump	↖↑↗
Jump Attack	Jump+LP, LK, RK
High Jump	(↖)(↑)(↗)
High Jump Attack	High Jump+LP, LK, RK
Landing Sweep	High Jump, LK (before landing)
Landing Sidekick	High Jump, RK (before landing)
Quick Pounce	↑↗+RP
Hard Pounce	While opponent is on the ground, (↑)+RP
Run	→→
Run Backwards	←←
Stop Run	← while running
Throw Escape	LP+LK, RP+RK
Tackle Attacks	Within a half screen with an opponent standing →→
Head Butt	More than a half screen away with an opponent standing →→
Dive Attacks	While running, LP+RP
Slide Attacks	While running, RK
Air Kicks	While running, LK
Runover Attack	More than a half screen away with an opponent on the ground →→
Side Roll	While on ground, LP
Low Kick Recovery	While on ground, LK
High Kick Recovery	While on ground, RK
Forward Roll	While on ground, →
Backward Roll	While on ground, ←



# THE COMBATANTS

101

## HIGHBALL CHANG

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

→+LP+RP

RP, ←, LP+RP

(behind) LP+LK or RP+RK

Front Suplex

Fisherman Suplex

Nelson Suplex

Spin behind, German Suplex

German Suplex

### SPECIAL TECHNIQUES

→+LP

LP+RP

→ →+LP

(↓) →+LP

→ →+LP, RK

→+RP, LP

→+RP, LK or RK

RP+LK, LP

(WC) RP, N+LK

LP, LP, LP or →+LP, LP

LP, LP, RK, LK

LP, RP, LP or LK or RK

LP+RK, LK

→+LP, RK, LK

RK

→+LK+RK

→ → → or (→)+LK

(↓) →+RK, [LK]

LK+RK, RK, RK [RK or ↓+RK or LP]

(WC) RK, N+RK or ↓+RK or LP

RK, RK, RK or ↓+RK or LP

RP or LK, RP

RP or LK, RP, RP

RP or LK, RP, LP, LP

RP or LK, RP, LP, RK, LK

RP or LK, RP, RK, N+RK or ↓+RK or LP

→+LP+RK

RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

RP, LP, LP, RP, LK, LK, RP, LP, LP

RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

Rushing Uppercut

Double Strike (stuns if blocked)

Dashing Left Elbow

Dashing Punch

Dashing Elbow

Death Push, Big Punch (1st punch must connect)

Death Push

Death Push, Punt Kick, Uppercut

Punch/Kick Combo

Catapult Combo

Catapult, Sweep, Bow Leg

Death Push, Heaven Cannon

Club Fist, Sweep, Bow Leg

Overhead Chop, Back Sweep, Fan Leg

Blue Sky Cannon

Earthquake Stomp

Flying Side Kick

Back Leg Sweep

Side Spin, HK Leg Sweep

Front Leg Sweep, HK or Fan Kick or Uppercut

Sweep Kick, HK or Fan Kick or Uppercut

Slice Uppercut

Elbow

Catapult Combo

Club Fist, Sweep, Bow Leg

Sweep, HK or Fan Kick or Uppercut

Heaven Cannon (unblockable)

10-hit combo

10-hit combo

10-hit combo

### COMBOS

→+LP+RK Heaven Cannon (Combo Starter)

RP+LK, LP+Death Push, Punt Kick, Uppercut (4 hits, 88 pts.)

LK, RP, LP, LP+Slice Uppercut, Catapult combo (4 hits, 85 pts.)

LK, RP, RP+Slice Uppercut, Elbow  
(3 hits, 82 pts.)

# Tekken 2

LK,RP,LP,LP Slice Uppercut, Catapult combo (Combo Starter)

(WC) RK,LP+Front Leg Sweep, Uppercut (5 hits, 70 pts.)

(↓) +RK,↘+RK,LK+LK, Back Leg Sweep, Penetrating Bow Leg (6 hits, 65 pts.)

→+LP Rushing Uppercut (Combo Starter)

RP+LK,LP+Death Push, Punt Kick, Uppercut (4 hits, 62 pts.)

(WC) RK,LP+Front Leg Sweep, Uppercut (3 hits, 48 pts.)

## HEAVY HATCH

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

→ →+LP+RP

(behind) LP+RP or LK+RK

Neck Breaker

Powerbomb

Head Butt

Atomic Drop

### SPECIAL TECHNIQUES

→+RP

→ →+RP

→,N,↓↘+LP

→,N,↓↘+RP

(↓) ↘ →+RP

(WC) LP

RP,RP

↘+LP,RP

LP,LP,RP

LP,RP,RP

→ → → or →+LK

→,N,↓↘+LK,N

→,N,↓(↘) +LK

(WC) RK

→+RK

→ →+LK

RK,RK

RK,LK

↗+LK,RK

↗+RK,RK

→,N,↓(↘) +RK,[RK],[RK],N+RK,RK

←←,N+LK+RK

(WC) LP+RK

→ (→),RP,LP,RP,RP,LK,RK,RK,LP,RP,LP

↘+LK,RPRP,RK,RK,LP,RK,LP,RP,LP or RK

↘+LK,RP,RP,RK,RK,LP,RP,LP,RP,LP

Backfist

Demon Godfist (juggles opponent)

Thunder Godfist

Wind Godfist (juggles opponent)

Death Fist

Tile Splitter

Backfist

Double Uppercut (juggles opponent)

Shining Fists

Devil Fists

Sky Foot Slice (stuns if blocked)

Slice Kick

Low Slice Kick

Demon Stomp (opponent must be lying down)

Axe Kick

Axe Kick

Double Axe Kick

Crushing Flip Kick

Screw Blade Leg Attack (stuns if blocked)

High/Low Jumping Spin Kicks

Hell Sweep, Axe Kick

Shadow Foot

Demon Tile Splitter (unblockable)

10-hit combo

10-hit combo

10-hit combo

### COMBOS

↘+RP, Uppercut (Combo Starter)

↘+LP,RP, Double Uppercut (Combo Starter)

→ →+RP, Demon Godfist (Combo Starter)

→,N,↓↘+RP, Wind Godfist (Combo Starter)

LP,→,N,↓(↘) +RK,N+RK,RK+P, Hell Sweep, Double Axe Kick (5 hits, 73 pts.)

LP,LP,RP,RP+P, Devil Fist (5 hits, 70 pts.)

LP,LP,RP,↗+RK,RK +P, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)

LP,LP,LP,RP+P, Shining Fist (5 hits, 64 pts.)

→+LP,→ →+RP+P, Demon Godfist (3 hits, 63 pts.)



LP, + LP, RP + P, Double Uppercut (4 hits, 61 pts.)  
 LP, ( + RP + P, Death Fist (3 hits, 58 pts.)  
 LP + RK, RK + P, Double Axe Kick (4 hits, 58 pts.)  
 LP, , N + RP + P, Wind Godfist (3 hits, 57 pts.)

## JACK-2

### GRAPPLING TECHNIQUES

LP + LK  
 RP + RK  
 + LP + RP  
 ( + RP  
 ( + LP  
 + RP + RK  
 + LP + RP  
 (behind) LP + LK or RP + RK

### SPECIAL TECHNIQUES

( + LP + RP (lying down)  
 LP  
 ( + LP + RP  
 ( + LP, RP  
 ( + LP + RP  
 + LP, LP  
 ( or + LP + RP  
 ( + LP  
 ( + RP  
 LP + RP, LP + RP  
 + LP + RP [LP + RP or + RP]  
 LP, LP, LP  
 RP, LP, RP  
 ( + RP, LP, RP ( or ( or ( + LP  
 ( + LP, RP, LP, RP  
 ( + RP, ( or ( or ( + LP  
 ( + RP, LP, RP  
 ( + LP, RP, ( or ( or ( + LP  
 ( + LP, RP, LP, LP  
 + LP, LP, LP, LP, LP  
 + LK + RK  
 LK + RK, LK + RK  
 ( + LK, RK, LK, RK, LK, RK  
 LK + RK  
 LK + RK, ( or ( )  
 LK + RK, LP, RP, LP, RP or RP, LP, RP, LP  
 ( + LP

Hell Press  
 Gorilla Press  
 Piledriver  
 Backbreaker  
 Pyramid Driver  
 Catapult  
 Modified Catapult  
 Death Shot

Spring Hammer Punch  
 Violent Uppercut (juggles opponent)  
 Bravo Knuckle (juggles opponent)  
 Megaton Strike  
 Meltdown  
 Gigaton Punch (stuns if blocked)  
 Power Scissors  
 Megaton Sweep  
 Megaton Knuckle  
 Hammer Knuckle, Double Uppercut  
 Scissors [Meltdown or Megaton Punch]  
 Hammer Combo  
 Elbow, Uppercut (juggles opponent)  
 Uppercut Rush (juggles opponent)  
 Uppercut Rush  
 Short Hammer Rush  
 Hammer Rush  
 Hammer Rush  
 Hammer Rush  
 Wild Swing, Backfist (stuns if blocked)  
 Machine Gun Knuckle, Megaton Knuckle  
 Hip Press  
 Sit Down, Hop Forward, Hip Press  
 Cossack Kicks  
 Sit Down  
 Roll Backward or Forward  
 Blood Fan  
 Gigaton Punch (unblockable after LK windups)

# Tekken 2

(↓) +RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP	10-hit combo
(↓) +RP, LP, LP, LP, RP, LP, RP, LP, (↓) +LP+RP, LP+RP	10-hit combo
↗+LP, LP, RK, LK, RK, LP, RP, LP, LP+RP, LP+RP	10-hit combo
↗+LP, LP, RK, LK, RK, LP, RP, LP, (↓) +LP+RP, LP+RP	10-hit combo

## COMBOS

RP, LP, RP, P, Elbow, Uppercut (Combo Starter)

(↓) +LP, LP, LP, RP, (↓) +LP+Hammer Rush LK (7 hits, 98 pts.)

(↓) LP, RP+Megaton Strike (4 hits, 97 pts.)

LP+LK+Hell Press (4 hits, 80 pts.)

↗+RP Uppercut (Combo Starter)

LP Violent Uppercut (Combo Starter)

↗+RP, ↗+LP+RP, LP+RP+P, Scissors, Meltdown (4 hits, 62 pts.)

↗+RP, LP+RP, LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 58 pts.)

RP, ←↘↓ (↘) +LP+P, Megaton Sweep (3 hits, 56 pts.)

(↓) +LP, LP, LP, RP, (↓) +LP+Hammer Rush LK (5 hits, 51 pts.)

(↓) +LP, RP+Megaton Strike (3 hits, 50 pts.)

## JOHN KAZAMA

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

↗+RP+LK

(behind) LP+LK or RP+RK

Arm Bar

Serpent Twist

Striking Oshi Taoshi

German Suplex

### SPECIAL TECHNIQUES

(↗)+RP

LP, RP

LP, LK

(↗)+LP, LK or RK

LP, LP, LK or RK

LP, RK, [RK], [RK], LK

(↗)+RK

↗↗↗ or ↗+LK

LK+RK or LK+RK

(WC) LK+RK

←+LK, RP

←+LK, RK [RK], [RK], LK

↘+RK or LK, RK, [RK], [RK], LK

LP+RK

LP+RK, RP, RK or (↓) +RK

LP+RK, RP, LP, RP or LK

LP+RK, RP, LP, LP, LK or RK

LP+RK, RP, LP, RK, [RK], [RK], LK

Dashing Uppercut (juggles and hits fallen opponent)

2 Punches

Punch and Kick

Middle Screw Punch (MK or Can-Can)

Middle Screw Punch (HK or Can-Can)

Sweep Kick, Cartwheel Kick

Lightning Crescent

Flying Side Kick

Cartwheel Kick

Can-Can (hits low, juggles opponent)

Backflip Kick, Dashing Uppercut

Backflip Kick, Sweep Kicks, Cartwheel Kick

Sweep Kick, Cartwheel Kick

White Heron

Lightning Crescent or Sweep Kick

Uppercut or LK

3 Punches (HK or Can-Can)

Sweep Kick, Cartwheel Kick

*Sweeps can be interrupted at any time by a White Heron Combo. This creates many options for building infinite strings.*



(←)+LP+LK or RP+RK  
unblockables)

Attack Reversal (can reverse Yoshimitsu's

(→)+ (LK)

Spinning Heel Drop (unblockable)

RP,LP,LP,LP,RP,LP,RK,LK,LK+RK

10-hit combo

RP,LP,LP,LP,RP,LP+RK,LP,LK+RK

10-hit combo

## COMBOS

(→)+LP,RK, Middle Screw Punch, Can-Can (Combo Starter)

LP,LP,RK,P, Middle Screw Punch, Can-Can (Combo Starter)

LP+RK,RP,RK+White Heron, Lightning Crescent (8 hits, 92 pts.)

↙+RK,RK,LK+Sweep Kicks, Cartwheel Kick (7 hits, 92 pts.)

LP,LP,RK+P, Middle Screw Punch, Can-Can (7 hits, 89 pts.)

LP,LP,LK+P, Middle Screw Punch, HK (7 hits, 85 pts.)

LP+RK,RP,LP,LP,LK+White Heron, 3 Punches, HK (8 hits, 81 pts.)

(→)+RP Dashing Uppercut (Combo Starter)

LK+RK,→,LK+RK+Cartwheel Kick, Cartwheel Kick (4 hits, 55 pts.)

LK+RK,LP+RK+Cartwheel Kick, White Heron (5 hits, 52 pts.)

LK+RK,(→)+RP+Cartwheel Kick, Dashing Uppercut (4 hits, 51 pts.)

## KING

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

↙↙+LP+RP

(→) ←↙↘↘→+LP

↙+LP+RP

↙→+LP+RP

↘+LK+RK

(behind) LP+LK

(behind) RP+RK

Coconut Crush

Backfall Suplex

DDT

Giant Swing

Figure-4 Leglock

Tombstone Piledriver

Frankensteiner

Half-Crab

Cobra Twist

### MULTI-PARTS

(↓) ↘→+LP

LP+RP

LP+RP,LK,RK,LP+RP

←→ (↘) +LP+LK or RP+RK

(Reverse Arm Clutch) RP,LP,LP+RP

(Back Drop) LK+RK,LP+RP

(German Suplex) LP,RP,LK+RK

(Powerbomb) RP,LP,LK,RK

←→ (↘) +RP+LK

(Achilles) LP+RP,LK,LP,LP+LK

(Achilles) LP+RP,LP,LK,LP+RP+RK

(Indian) LP+RP,LK,RK,

LP+RP,LP+RP+LK+RK

Jaguar Driver

Flying Press

Boston Crab (after apex of driver)

Reverse Arm Clutch

Back Drop

German Suplex

Powerbomb

Giant Swing

Standing Achilles Hold

Scorpion Death Lock

Indian Death Lock

Romero's Special

# Tekken 2

→ →, N+RP  
 (Stomach Smash) LP+RP  
 (Stomach Smash) LP+RP, ↑ ↓, LK+RK

Stomach Smash (stuns on counter hit)  
 Backbreaker  
 Powerbomb

## SPECIAL TECHNIQUES

↘+LP  
 ↘+RP  
 → →+RP  
 → →+LP+RP  
 (↓) (↘) +RP  
 ↘+LP+RP  
 (WC) LP+RP  
 (↖) or (↑) or (↗)+RP+RK  
 RP, LP  
 ↓+LP, N+RP  
 LP, RP, LP  
 → →+RK  
 → →+LK+RK  
 LK+RK  
 → → (→)+LK+RK  
 ↑ or ↗+LK+RK  
 (↓) (↘) +RK, RP  
 (WC) LK+RK, [RK],[RK],[RK],[RK or RP]  
 →+LP+RP  
 →+LP+RK  
 LP, RP, LP, LP, RP, RK, RK, RK, LP (LP or LK)  
 LP, RP, LP, LP, LK, LK, RK, RK, LP (LP or LK)  
 LP, RP, LP, LP, LK, LK, RK, LK, RP, LP+RP

Hammer Strike (stuns if blocked)  
 Gut Punch  
 Middle Smash (juggles on counter hit)  
 Flying Cross Chop (stuns if blocked)  
 Dynamite Uppercut (juggles opponent)  
 Knuckle Bomb  
 Quick Elbow Drop (stuns if blocked)  
 Elbow Drop  
 Uppercut  
 Uppercut  
 2 Punches, Uppercut  
 Jail Kick  
 Drop Kick (stuns if blocked)  
 Delayed Drop Kick (stuns if blocked)  
 Satellite Drop Kick (stuns if blocked)  
 Double Knee Drop  
 Ali Kick, Middle Smash  
 Ali Kick [or Middle Smash]  
 Jaguar Lariat (unblockable; can duck under)  
 Flying Moon Press (unblockable)  
 10-hit combo  
 10-hit combo  
 10-hit combo

 10-hit combos can also be performed by starting with the second attack while holding Forward. (Example: →+RP, LP, LP, RP, RK, RK, RK, LP, LP)

## COMBOS

(↓) (↘) +RP Dynamite Uppercut (Combo Starter)  
 ↘+RK Jump kick (Combo Starter)  
 →+LP, RP, → →+RP, (↓) +LK+RK, RK, RK+2 Punches, Middle Smash, Ali Kicks (6 hits, 72 pts.)  
 →+LP, →+LP, RP, → (↓) +LK+RK, RK, RK+Punch, 2 Punches, Ali Kicks (6 hits, 69 pts.)  
 →+LP, RP, → →+RK+2 Punches, Jail Kick (4 hits, 64 pts.)  
 →+LP, RP, (↓) +LK+RK, RK, RK+2 Punches, Ali Kicks (5 hits, 60 pts.)  
 →+LP, →+LP, RP, → →, N+RP+P, 2 Punches, LP (5 hits, 59 pts.)  
 →+LP, RP, LP, (↓) +LK+RK+3 Punches, Ali Kick (4 hits, 59 pts.)  
 →+LP, RP, LP, → →, N+RP+3 Punches, LP (5 hits, 53 pts.)

## GRAPPLING TECHNIQUES

LP+LK  
 → →+LK+RK  
 (behind) LP+LK or RP+RK

Dragon Dive  
 Dragon Knee  
 Bulldog



**MULTI-PARTS**

RP+RK

(Chastisement)+LP,RP,LP+RP

Chastisement Punch

Dragon Fall

**SPECIAL TECHNIQUES**

RP,RP

(→)+RP,RP,RP

LP,LP,LP,LP,LP

(→)+LP,LP,LP,LP,RP,RP,RP

↙+RK

→ → → or (→)+LK

(↓) ↘ ↘ ↘+LK

(↓) ↖ or ↑ or ↗

(↓) ↑ or ↖ or ↗+RK

(↓) (↑) or (↖) or (↗)+RK

(↓) ↑ or ↖ or ↗+LK+RK

RK,LK,RK

LK,[LK],[LK or (→)+LK],RK

(WC) LK,LK,[LK],[LK or (→)+LK],RK

↖ or ↑ or ↗+LK,RK

LK+RK,LK

(WC) RK,LK

(↓) +RK,LK

RK,↑+LK

RK,LK

LK,RK

(↓) ,LK,RK

(↓) or (WC) RP,LK

↙+LP+RP

↘+LP,RP,RP,LP,LK,LK,LK,RK,LK,RK

↘+LP,RP,RP,LP,LK,LK,

(↓) +LK,LK or RK,RK,RK

↘+LP,LK,RP,RP,LK,(↓) +LK,(↓) +LK 10-hit combo (LK or RK) RK,RK

↘+LP,LK,RP,RP,LK,LK,LK,RK,LK,RK 10-hit combo

Double Knuckle

Dragon Knuckle Combo

Fist Flurry

Fist Flurry and Dragon Knuckle

Dragon's Tail

Dragon Slash (stuns if blocked)

Dragon Slide

Feint Flip Kick

Low Flip Kick (juggles opponent)

High Flip Kick

Flip Drop

Spin Kick

Flip Kick (juggles opponent)

Shin Kick, HK, MK, Flip Kick (juggles opponent)

Jump Kick, Flip Kick (juggles opponent)

Double Flip Kicks (juggles opponent)

Flip Kick (juggles opponent)

Flip Kick (juggles opponent)

Flip Kick (juggles opponent)

Front Kick, Flip Kick (juggles opponent)

Spin Kick, Flip Kick (juggles opponent)

Sweep Kick, Flip Kick (juggles opponent)

Flip Kick (juggles opponent)

Dragon Fang (unblockable)

10-hit combo

10-hit combo

**COMBOS**

RK,LK Front Kick, Flip Kick (Combo Starter)

(WC) LK,LK,RK+Shin Kick, Side Kick, Flip Kick (5 hits, 86 pts.)

RK,LK+Front Kick, Flip Kick (4 hits, 84 pts.)

LK,LK,LK+3 Kicks (5 hits, 82 pts.)

LK,RK,LK+3 Kicks (5 hits, 80 pts.)

**Tekken 2**

## GRAPPLING TECHNIQUES

LP+LK  
 RP+RK  
 → →+LP+RP  
 (behind) LP+LK or P+RK

Jumping Bird  
 Sleeper  
 Tai Trip  
 Bulldog

## SPECIAL TECHNIQUES

←+LK+RK  
 ↓+LK+RK  
 LP,RP  
 LP+RP  
 →,N+RP,LP,RP,LP  
 →,N+LP,RP,LP,RP,LK or RK  
 → → → or (→)+LK  
 LK,LK  
 ↘+RK,RK  
 RK,RK,[LK,LK]  
 LK,RK ↑ ↑ ↓  
 (→)+LK,RK ↑ ↑ ↓  
 →,N+LK,RK or ↓+RK  
 (→)+RK,LP,RP,LK or RK  
 →,N+RK,LP,RP,LK,RK or ↓+RK  
 (back) LP  
 (facing) (↓) +LP  
 (facing) RK,LK  
 (lying down) LK+RK  
 (lying down) LK+RK  
 (lying down) ↑  
 (lying down) LK,RK  
 (turned) RP  
 (turned) LP  
 (turned) (↓) +LP  
 (turned) LK+RK  
 (turned) (↓) +RK,RK  
 RK,LK  
 RK,LK,RK,LK  
 RK,LK,LK,RK  
 (←)+LP+RK,[LK],[LK],[LK],[LK],RK  
 LP,RP,LP,LK+RK,LK+  
 RK,LK+RK,LP,LP,RP  
 LP,RP,LP,LK+RK,RP,  
 LP,RK,LP,RP,LK  
 LP,RP,LP,LK+RK,RP,  
 LP,RK,LP,RK,RK

Quick Turn  
 Quick Drop  
 Punch, Turning Fist  
 Spinning Punches  
 Guard Melting Punches  
 Razor Rush  
 High Hook Kick (stuns if blocked)  
 High Crescent, Turning Heel Sweep  
 Foot Sweep, Jumping Hook Kick  
 Dropping Ankle Kick, [Rolling Kicks]  
 Jump Crescent Kick, Quick Drop  
 Side Step Jump Crescent Kick, Quick Drop  
 Charging Crescent, Front Kick or Sweep Kick  
 Step-In Crescent  
 Step-In Crescent  
 Turn Over (lying on your face)  
 Turn Over (lying on your back)  
 Slide (after rolling over from back)  
 Kangaroo Kick (opponent at your head; juggles)  
 Spring to feet (opponent away from your head)  
 Quick Rise (opponent at your feet)  
 Footsweep, Jumping Hook (opponent at your head)  
 Turning Uppercut  
 Backfist  
 Sweeping Backfist  
 Back Handspring Kick  
 Turning Foot Sweep, Jumping Hook Kick  
 Flying Wheel Kick, Quick Drop  
 Flying Wheel Kick  
 Sweep Kick to Quick Drop  
 Phoenix Kick (unblockable) and/or Hopping Sidekicks

9-hit combo

10-hit combo

10-hit combo

## COMBOS

↘+RP Uppercut (Combo Starter)  
 ↘+RK Jump Kick (Combo Starter)

→,N,LP,RP,LP,RP,RK+4 Punches, RK (5 hits, 54 pts.)  
 RK,RK,LK,LK+Dropping Ankle Kick, Rolling Kicks (4 hits, 54 pts.)  
 LP,RP,LP,LK+P, Spin P, Spin P, RK (4 hits, 50 pts.)

## GRAPPLING TECHNIQUES

LP+LK

RP+RK

LP+LK+(←)

→ →+LP+RP

↘+LP+RP

(behind) LP+LK or RP+RK

LP+RP (when tackled)

Shoulder Throw

Shoulder Popper

Stomach Throw

Shoulder Ram

Striking Shiho-Nage

Neck Throw

Ultimate Escape

## MULTI-PARTS

↘+LP+RP

(Tackle) LP,RP,LP,RP,LP

(Tackle) (↓) +RP,LP,LP,N+RK,LP,LP+RP

Ultimate Tackle

Mounted Punches

Ultimate Punishment

## SPECIAL TECHNIQUES

LP,RP

RP,LK or (↓) +LK

LP,RK

↘+LK,RK

→ →+RK

→ →+LK,RK,RK or →+RK or ↓+RK

(WC) RK,RP

(↓) ↘ →+RP

(WC) LP,[RP]

(WC) LP,[RK,RP]

(WC) RP

→ →+RP

(↓) ↘+RP,[LP]

(↓) ↘+RP,[RP]

(↓) ↘ →

(←)+LP+LK or RP+RK

←+LP+RP

LP,RP,LK,LP,RP

LP,RP,LK,RP,LP,RP,LP,RK,RP,LP

LP,RP,LK,LP,RK,RP,LP,RK,RP,LP

2 Punches

Punch, HK or LK

Punch/Kick Combo

Double Jump Front Kick

Somersault Kick

Double Jump Front Kick

Falling Leaf Combo

Death Fist

Tile Splitter (Death Fist)

Tile Splitter (Falling Leaf Combo)

Stone Splitter (opponent must be lying down)

Flash Elbow

Elbow Strike (Death Fist)

Elbow Strike (Leg Punch)

Ducking Dash

Attack Reversal

Super Death Fist (unblockable)

5-hit combo

10-hit combo

10-hit combo

## COMBOS

(↓) ↘+RP,RP Elbow Strike, Leg Punch (Combo Starter)

(WC) RK,RP+Falling Leaf (4 hits, 82 pts.)

↘+RP Uppercut (Combo Starter)

↘+RK Jump Kick (Combo Starter)

LP,(WC) RK,RP+P, Falling Leaf (4 hits, 58 pts.)

LP, ↘+LK,RK+P, Double Jump Front Kick (4 hits, 58 pts.)

LP, (↓) ↘ →+RP+P, Death Fist (3 hits, 55 pts.)

→,LP,→,LP,RP,LK+P, 2 Punches, K (4 hits, 54 pts.)

RP,LK+P, Spin Kick (3 hits, 52 pts.)

# Tekken 2



## GRAPPLING TECHNIQUES

LP+LK  
 (→)+LP+LK  
 ↘+LP  
 (behind) LP+LK or RP+RK

Arm Turn  
 Neck Throw  
 Embracing Elbow Strike  
 Three Limb Break

## MULTI-PARTS

RP+RK  
 (Lifting Toss) LP,RP,LP  
 (Falling Elbow) RP,LP,LK  
 (↓) ↘→+LP+RP or pause,LP+RP  
 (Palm Grab) LK,RK,LK,LP+RP  
 (Palm Grab) LP,LK,RP,LP  
 (Standing Reverse Arm Lock)  
 LK,LP,RK,LP+RP,LP+RP  
 (Standing Reverse Arm Lock)  
 (Palm Grab) RP,LK,RK,RP,RP  
 (Knee Bash) LP,LK+RK,LP,RP,LP+RP  
 (↓) ↘→+LK+RK or pause,LK+RK  
 (Crab Claw) LK+RK,LK,RK,LP+RP  
 (Crab Claw) LK+RK,RK,RP,LP+RP  
 (Achilles) LK,LP,RK,RP+RK  
 (Achilles) LP,LK,RP+RK,LK+RK,LP+RP

Lifting Toss  
 Falling Elbow  
 Arm Lock  
 Palm Grab  
 Neck Cutter, Arm Bar  
 Standing Reverse Arm Lock  
 Rear Gatelatch Falconwing Squeeze

Falling Reverse Arm Lock RP,LP,LK,RK,LP+RP  
 Knee Bash/Neck Snap  
 Falling Neck Snap  
 Crab Claw  
 Arm Bar  
 Achilles Tendon Lock  
 Knee Cross Lock  
 Rolling Achilles Tendon Lock

**NOTE:** The throws after the Achilles Tendon Lock can also be performed after the Bone Cutter when it connects as a counterhit.

## SPECIAL TECHNIQUES

←+LP  
 ←+RP  
 →→+LP+RP  
 (→)+LP+RP  
 (WC) LP,N+RK or (↓) +LP,N+RK  
 (WC) RP,N+RK or (↓) +RP N+RK  
 RP,LK or ↓+LK or RK or LP,RK  
 LP or ↘+LP,RP,LK or ↗+LK  
 or RK or LP,RK  
 LP or ↘+LP,RP,↓+LK,RP or RK  
 LP,RP,[LP,RP],(→)+LP+RP  
 →→+RK  
 →→→ or (→)+LK  
 ↓↙+LK  
 ↙+RK,[LK]  
 LK,RK  
 (WC) RK,LP  
 (WC) LK,RP or N+RK or (↓) +RK  
 ↗+RK,LK,RK  
 LK,LK,RP or RK or (↓) +RK

Downward Chop  
 Forearm Chop (stuns on counter hit)  
 Double Palm  
 Delayed Double Palm  
 Quick Punch/Kick Combo  
 Punch/Kick Combo  
 Spin Kick  
 Fury  
 Punch & Kick  
 2 Punches, Double Palm  
 Kneeling Kick  
 Bone Cutter (throw on a counter hit)  
 Rising Spin Kick (juggles opponent)  
 Falling Ankle Kick, Rising Spin Kick (juggles)  
 Head Ringer  
 Spin Chop  
 Uppercut or HK or LK (uppercut juggles)  
 Hunting Kicks  
 Spike Combo

RK,LK,RP or RK or (↓) +RK  
 ↘+LK,RP,↓+LK,(RP or RK)  
 ↘+LK,RP,LK or ↑+LK  
 or RK or LP,RK  
 ↘+LK,[LK,LK],LK or RK  
 or LP,RP,⇒+LP+RP  
 (←)+LP+RK or RP+LK  
 ↙+LP,RP [↑↑ to cancel]  
 LP or ↘+LP, RP,LP,RP,LK,  
 LK,RP,LP,RP,RK  
 LP or ↘+LP, RP,LP,RP,LK,LK,  
 RP,LP,RK,LK  
 LP or ↘+LP, RP,LP,RP,RK,LK,  
 RK,RP,RK,LK

Jamming Combo  
 Alternating Swan Combo  
 Swan Combo  
 Rapid Combo  
 Attack Reversal (reverses Yoshimitsu's unblockables)  
 Hunting Swan (unblockable)  
 10-hit combo  
 10-hit combo  
 10-hit combo

## COMBOS

- ↘+RP Uppercut (Combo Starter)
- ↙+RK,LK Falling Ankle Kick, Rising Spin Kick (Combo Starter)
  - LP,↘+LK,LP,RP,⇒+LP+RP+P, Assault Combo (7 hits, 70 pts.)
  - LP,↘+LK,RP,LK+P, Swan Combo (6 hits, 68 pts.)
  - LP,⇒+LP,RP,RK+P, Triple Smash (6 hits, 64 pts.)
  - LP,↙+RK,LK+P, LK, RK (5 hits, 64 pts.)
  - LP,RP,LP,RP,RK,LK+4 Punches, RK, LK (7 hits, 62 pts.)
  - ↓+RK,LP,↓+RK,LP+LK, Spin Chop, LK, Spin Chop (6 hits, 56 pts.)
  - LP,↓+LK,RP+P, LK, Uppercut (5 hits, 56 pts.)
  - ↓+RK,LP,↓+LK+LK, Spin Chop, LK (5 hits, 53 pts.)
  - ↓+LK,RK+LK, HK (4 hits, 53 pts.)
- ↓+LK,RP LK, Uppercut (Combo Starter)
  - ↓+RK,LP,(⇒)+LP,RP,LP+RP+LK, Spin Chop, 2 Punches, Double Palm (7 hits, 57 pts.)
  - LP,↙+RK,LK+P, LK, RK (5 hits, 51 pts.)
  - ↓+RK,LP,↓+RK,LP+LK, Spin Chop, LK, Spin Chop (6 hits, 43 pts.)

## YOSHIMITSU

### GRAPPLING TECHNIQUES

RP+RK	Jawcrusher
LP+LK	Flying Press
(↓) ↘⇒+LP+RP	Missile Press
(behind) LP+LK or RP+RK	Spinning Missile Press

### SPECIAL TECHNIQUES

(⇒)+RP	Backfist (turns opponent around)
RP,LK or (↓) +LK	Puncher
(←)+LP,LP,LP,LP,LP,LP	Spinning Hilt Strikes
(↙) +RP,RP,RP,RP,RP	Spinning Fist Strikes
(←)+LP,[LP],[LP],(←)+LK,[LK], [LK],[LK or ⇒+RK]	Spinning Hilt & Fist Strike

# Tekken 2

(↓) ↘+LK  
 RK,LK  
 → →+RK  
 ↘+LK+RK  
 LK,[RK]  
 RK,RK,RK  
 → →+LK+RK,[LP+RP],[LK+RK]  
 (↙) +LK,[LK],[LK],[LK],LK or →+RK  
 (←)+LK+RK  
 (WC) LK+RK  
 (WC) LK+RK (→) or (←) or N  
 → →+LP+RK,N  
 → (→)+LP+RK  
 (WC) LP+RK  
 (↓) ↙ ←+LP  
 ↘+LP+RP, (↓)  
 ↙+LP  
 ↙+LP,N,(↙) ,LP  
 ← ←+LP  
 ← ←+LP,N+LP  
 RK,RK,RP,RP:LP  
 LP,RP,LP,RK,RK,RK,LP,LK+RK  
 RK,RK,RP,RP,RK,RK,LP,LK+RK  
 LP,RP,LP,RK,RK,RK,LP,LP,LP,LP  
 LP,RP,LP,RK,RP,RP,RP,RK,LP,LP  
 RK,RK,RP,RP,RK,RK,LP,LP,LP,LP

Spinning Sweep  
 Kangaroo Kick (juggles opponent)  
 Jumping Knee  
 Flipping Stomp  
 Lightning Kick  
 3 Kicks  
 Spiral Launch, (Spiral Dive), (Kangaroo Kick)  
 Spinning Leg Sweep, SLS or Falling Tree Kick  
 Teleport (takes off 6 times of life)  
 Sit Down  
 Teleport (forward, backward, or heal)  
 Fake Turning Suicide  
 Turning Suicide (unblockable)  
 Standing Suicide (unblockable)  
 Samurai Cutter (unblockable)  
 Helicopter Stomp (unblockable)  
 Shoulder Cut (unblockable)  
 Charging Shoulder Cut (unblockable)  
 Sword Thrust (unblockable)  
 Saw Blade (unblockable)  
 5-hit combo  
 8-hit combo  
 8-hit combo  
 10-hit combo  
 10-hit combo  
 10-hit combo

## COMBOS

RK,LK Kangaroo Kick (Combo Starter)

(WC) LP+RK+Standing Suicide (2 hits, 78 pts.)

↘+RP Uppercut (Combo Starter)

→+LP, → →+RK, (↙) +LK,LK,LK,LK, →+RK, → → ↙+LP+P, Jumping Knee, Standing Leg Strike, Fake Turning Suicide, Samurai Cutter (9 hits, 74 pts.)

→+LP, → →+RK, ↘+LK+RK+P, Jumping Knee, Flipping Stomp (4 hits, 56 pts.)

↘+RP, ↘+RP, ↘+RP, ↘+LK+RK +LK Uppercuts, Flipping Stomp (4 hits, 56 pts.)

→+LP, →,RP,LK +P, P, Spin Kick (4 hits, 49 pts.)

→+LP, → →+RK, → ↙+LP +P, Jumping Knee, Shoulder Cut (4 hits, 46 pts.)

→+LP, → →+RK, (↓) +LK +P, Jumping Knee, Sweep Kick (4 hits, 44 pts.)

→+LP, (←)+LP,LP, (↙) +LK,LK,LK+P, Spinning Hilt and Leg Strikes (5 hits, 39 pts.)



# THE SUB BOSSES

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## Alex & Roger

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

(↓) ↘→+LP

↙↙+LP+RP

↙→+LP+RP

(→) (←↙↓)→+LP

↘+LK+RK

(behind) LP+LK or RP+RK

Head Butt

Powerbomb

Jaguar Driver

DDT

Tombstone Piledriver

Giant Swing

Frankensteiner

Neck Throw

### SPECIAL TECHNIQUES

↘+LP

→N+LP

↘+RP

→→+RP

→→N+RP

→→+LP+RP

(↓) (↘) +RP

→,N,↓(↘) +LP

RP,LP

↓+LP,N+RP

LP,RP,LP

→(→)+LP,RP,LP,RP,LP

↘or → or (→)+LP+RP

(↖) or (↑) or (↗)+RP+RK

↙+LK

→→+RK

→→+LK+RK

LK+RK

→→(→)+LK+RK

↗+LK+RK

(WC) LK+RK,RK,RK,RK,RK

↙+RK,[LP],LK,RK,[(←)],LK,RK

←+LK+RK,[LP],LK,RK,[(←)],LK,RK

(←)+LP

Hammer Strike (stuns if blocked)

Rolling Punch (stuns if blocked)

Gut Punch

Middle Smash (juggles on counter hit)

Stomach Smash (stuns on counter hit)

Flying Cross Chop (stuns if blocked)

Dynamite Uppercut (juggles opponent)

Animal Uppercut

Uppercut

Uppercut

Uppercut

Animal Punch Rush, Rolling Punch (stuns if blocked)

Knuckle Bomb

Elbow Drop

Tail Cutter (hits low)

Jail Kick

Drop Kick (stuns if blocked)

Delayed Drop Kick (stuns if blocked)

Satellite Drop Kick (stuns if blocked)

Double Knee Drop

Ali Kick (last two kicks only if counter hit)

Animal, (Rolling Animal), Animal Rush

Falling Kick, (Rolling Animal), Animal Rush

Animal Gigaton Punch (unblockable)

**NOTE:** Roger & Alex have no known 10-hit combos.

# Tekken 2

## COMBOS

(↓) , (↘) +RP Dynamite Uppercut (Combo Starter)

↗+RK Jump Kick (Combo Starter)

→+LP, RP, →→+RP, (↓) +LK+RK, RK, RK+2 Punches, Middle Smash, Ali Kicks (6 hits, 72 pts.)

→+LP, →+LP, RP, → (↓) +LK+RK, RK, RK+2 Punches, Ali Kicks (6 hits, 69 pts.)

→+LP, RP, →→+RK, 2 Punches, Jail Kick (4 hits, 64 pts.)

→+LP, RP, (↓) +LK+RK, RK, RK, 2 Punches, Ali Kicks (5 hits, 60 pts.)

→+LP, →+LP, RP, →→, N+RP, 2 Punches, LP (5 hits, 59 pts.)

→+LP, RP, LP, (↓) +LK+RK+3 Punches, Ali Kick (4 hits, 59 pts.)

→+LP, RP, LP, →→, N+RP+3 Punches, LP (5 hits, 53 pts.)

## GRAPPLING KING

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

RP+RK, ↓↓↓+LP+RP

↙↙+LP+RP

↙→+LP+RP

(↓) ↘→+LP

(→) ↙↙↓↘→+LP

↘+LK+RK

(behind) LP+LK or RP+RK

Coconut Crush

Backfall Suplex

Steiner Screwdriver

DDT

Tombstone Piledriver

Jaguar Driver

Giant Swing

Frankensteiner

Reverse DDT

### SPECIAL TECHNIQUES

↘+LP

↘+RP

(↓) (↘) +RP

→→+LP+RP

→→+RP

→→, N+RP

→, N, ↓↘+RP

→, N, ↓↘+LP

↙+LP+RK

→+LP+RK

↗ or → or (→)+LP+RP

↑ or ↗, N+LP+RP

(↙) or (↑) or (↗)+RP+RK

RP, LP

↓+LP

LP, RP, LP

→→+RK

→→+LK+RK

LK+RK

→→(→)+LK+RK

↑ or ↗+LK+RK

(WC) LK+RK, RK, RK, RK

Hammer Strike (stuns if blocked)

Gut Punch

Dynamite Uppercut (juggles opponent)

Flying Cross Chop (stuns if blocked)

Middle Smash (juggles on counter hit)

Stomach Smash (stuns on counter hit)

Black Smash (juggles opponent)

Dark Smash

Straight Arrow

Black Shoulder

Knuckle Bomb

Jump-In Knuckle Bomb

Elbow Drop

Uppercut

Uppercut

Uppercut

Jail Kick

Drop Kick (stuns if blocked)

Delayed Drop Kick (stuns if blocked)

Satellite Drop Kick (stuns if blocked)

Double Knee Drop

Ali Kicks (last two kicks only if counter hit)

↑ or ↗, N+LK+RK, RK, RK

↗+LP+RP, (↓)

↑ or ↗, N+LP+RP, (↓)

↑ or ↗, N+LP+RK

(→)+RP, LP, LP, RP, RK, RK, RK, LP, LK

LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

Jump-In Ali Kicks

Super Knuckle Bomb (unblockable;  
hits fallen opponent)

Jump Super Knuckle Bomb (unblockable;  
hits fallen opponent)

Jump Moon Drop (unblockable; hits fallen opponent)

9-hit combo

10-hit combo

## COMBOS

→, N, ↓ ↗ +RP, Black Smash (Combo Starter)

→+LP, RP, →→+RP, →, (↓) +LK+RK, RK, RK, 2 Punches Middle Smash, Ali Kicks  
(6 hits, 77 pts.)

→+LP, →+LP, RP, → (↓) +LK+RK, RK, RK+P, 2 Punches, Ali Kicks (6 hits, 74 pts.)

→+LP, RP, LP, (↓) +LK+RK, 3 Punches, Ali Kick (6 hits, 71 pts.)

→+LP, RP, →→+RK+RPPs, Jail Kick (4 hits, 69 pts.)

→+LP, RP, (↓) +LK+RK, RK, RK, RK, 2 Punches, Ali Kicks (5 hits, 65 pts.)

→+LP, →+LP, RP, →→, N+RP+P, 2 Punches, LP (5 hits, 64 pts.)

→+LP, RP, LP, →→, N+RP, 3 Punches, LP (6 hits, 61 pts.)

→+LP, →, N, ↓ ↗ +RP+P, Black Smash (3 hits, 60 pts.)

## BAEK DOO SAN

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

→→+RP

↖+LP+LK

(behind) LP+RP or LK+RK

Hammerhead Throw

Blue Shark Claw

Cobra Bite

Swordfish Throw

Starfish Throw

### SPECIAL TECHNIQUES

→+RP

LP, LP or RP

RP, RP

→, N, ↓ ↗ +LK

→→+LK

→(→)+RK

→→→ or (→)+LK

↖ or ↑ or ↗ (↓) +RK

→+RK, LK

LK, RK, LK

→+RK, RK, LK

↗+LK, RK, LK

↗, LK, ↓+RK, LK

RK, RK, LK

Backfist

Lightning Punches

Backfist

Wing Blade (juggles opponent)

Axe Kick

Hammer Heel (hits fallen opponent)

Killing Blade (stuns if blocked)

Jump Spin Crescent Kick

Knife Heel

Break Blade (juggles opponent)

Triple Threat

Hunting Hawk (stuns if blocked)

Starlight Blade (juggles opponent)

Albatross Combo

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↘+RK,RK,LK  
 LK,LK,RK  
 (WC) LK,N+LK,LK or ↘+LK  
 LK,RK,RK,LK or RK,LK  
 LK,LK,LK,RK or ↘+RK  
 LK,LK,RK,RK,LK or ,RK,LK  
 (WC) RK,LK,LK,LK or ↘+LK  
 RK,RK,RK,LK  
 ↘+RK,RK,RK,LK  
 ←←+LK,N  
 ←←+LK,N,(←) or (→)  
 ←←+LK,N,LK or (←)+LK or (↘) +LK  
 ←←+LK,N,LK,LK,RK  
 ←←+LK,N,LK,RK,RK,LK or RK,LK  
 ↘+LK+RK  
 RK,LK,LK,RK,LK,LK,LK,RK,LK,LK  
 RK,LK,RK,LK,LK,LK,LK,LK,RK,LK

Alternate Albatross Combo  
 Wave Needle  
 Snake Combo  
 Heat Distraction or Hurricane Distraction  
 Butterfly Combos  
 Black Widow or Mantis Combo  
 Baek's Rush Combo  
 Flaming Hawk  
 Alternate Flaming Hawk  
 Flamingo  
 Side Step  
 Cutting Heel or Hunting Heel  
 Wave Needle  
 Heat Distraction or Hurricane Distraction  
 Heel Explosion (unblockable)  
 10-hit combo  
 10-hit combo

## COMBOS

RK,LK,RK,LK,LK,LK,LK,LK,RK,LK,(WC)+LK, N+LK,LK,→(→)+RK (14 hits, 130 pts.)  
 RK,LK,LK,RK,LK,LK,LK,RK,LK,(WC)+LK,N+LK,LK,→(→)+RK (14 hits, 129 pts.)  
 LK,RK,LK, Break Blade (Combo Starter)  
 (→)+LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (8 hits, 127 pts.)  
 LK,RK,LK,→(→)+RK+Break Blade, Hammer Heel (7 hits, 98 pts.)  
 (WC) LK,N+LK,LK,→(→)+RK+Snake Combo, Hammer Heel (7 hits, 96 pts.)  
 (WC) LK,N+LK,LK, Snake Combo (Combo Starter)  
 LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (8 hits, 109 pts.)  
 LK,RK,LK,→(→)+RK +Break Blade, Hammer Heel (7 hits, 89 pts.)  
 (WC) LK,N+LK,LK,→(→)+RK+Snake Combo, Hammer Heel (7 hits, 82 pts.)  
 →,N,↘+LK, Wing Blade (Combo Starter)  
 LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (6 hits, 94 pts.)  
 ↘+LK,RK,LK,→(→)+RK +Hunting Hawk, Hammer Heel (5 hits, 75 pts.)  
 ↘+LK+RK +Heel Explosion (2 hits, 51 pts.)

## GRAPPLING TECHNIQUES

LP+LK	Jizo Hug
RP+RK	Body Drop
(→)+RP+RK	Lifting Toss
→,(→)+RP+LK	Jaw Breaker
(behind) LP+LK or RP+RK	Upside-Down Drop

## SPECIAL TECHNIQUES

(↘) +LP+RP (lying down)	Spring Hammer Punch
↘+RP+LK	Thunder Palm

(↓) +LP+RP  
 (→) or →→+LP+RP  
 ←↘↓(↘) +RP  
 ←↘↓(↘) +LP  
 (→) or →→+RP,LP  
 LP+RP,LP+RP  
 LP,LP,LP  
 (↓) (↘) +RP,LP,RP or LP,RP,LP  
 (↓) +LP,LP,LP,RP, (↓) or (↘) or (→)+LP  
 (↓) ↘+LP,RP,LP,LP  
 RP,RP,RP,RP (WC)  
 (→)+LP,RP,LP,RP,LP,RP,LP,RP  
 RP,LP,RP,LP,RP,LP,RP,LP  
 ↘+RP,LP,LP,LP  
 RK (WC)  
 ↗+LK+RK  
 LK+RK  
 LK+RK,(←) or (→)  
 ←+LP+RP

Palm Lift  
 Scissors  
 Megaton Palm  
 Megaton Float (juggles opponent)  
 Elbow  
 Hammer, Double Uppercut  
 Ganryu's Combo  
 Nodowa Combo  
 Sumo Rush  
 Wild Swing, Backfist (stuns if blocked)  
 Kabuki Palm (infinite)  
 Devil Thrusts  
 Devil Thrusts II  
 Uppercut, Devil Thrusts (juggles opponent)  
 Thigh Quake  
 Hip Press  
 Sit Down  
 Roll Backward or Forward  
 Giant Tackle (unblockable)

**NOTE:** Ganryu has no known 10-hit combos.

## COMBOS

←↘↓(↘) +LP Megaton Float (Combo Starter)  
 (WC) RK+Thigh Quake (2 hits, 63 pts.)  
 LP,LP+RP,LP+RP+P, Double Uppercut, Hammer (4 hits, 62 pts.)  
 ←↘↓(↘) +RP+Megaton Palm (2 hits, 62 pts.)  
 (↓) ↘+LP,RP,LP+Wild Swing (4 hits, 57 pts.)  
 RP,LP,RP,LP,RP,LP+Devil Thrust (6 hits, 54 pts.)  
 ↘+RP, Uppercut (Combo Starter)  
 RP,LP+RP,LP+RP+Double Uppercut, Hammer (4 hits, 50 pts.)  
 LP+RP,LP+RP+Double Uppercut, Hammer (3 hits, 45 pts.)  
 RP,RP,LP,RP,LP+Devil Thrust (5 hits, 41 pts.)  
 RP,LP,RP,LP,RP,LP+Devil Thrust (5 hits, 36 pts.)

## BRUCE IRVIN

### GRAPPLING TECHNIQUES

LP+LK	Knee Bash
RP+RK	Ribcrusher
(behind) LP+LK or RP+RK	Neck Throw

### MULTI-PARTS

→↓(↘) +LP+RP+RK	Embracing Right Knee
(Embracing) LP+RP,LP+RP,LP+RP	Tumbleweed
(Embracing) LK,LP+RP+LK	Left Knee LP (after "Huat" ki yap; pause 1/2 sec. before)

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(Embracing) RK,LP+RP+LK

LK LP or RP LP,LK,LP+RP+RK  
(Turning) RP,RK,LP,LP+RP+LK

Left Knee RP (performing the motions for Turning Knee)

Turning Knee (after pressing LK)

Jump Knee (after Left Knee LP or RP connects)

## SPECIAL TECHNIQUES

LP+RP

→+LP+RP

↘+LP,RP

→+LP,RP,LP

LP,RK,LK

LP,RP,LK

LP,RP,→ or N or ↓+RK

LP,RP,LP,RP

[LP] RP,↓+RK,LK

→→+RK

→→+LK

↘+LK+RK

→→→ or (→)+LK

LK,LK

↘+LK [LP]

←+LK,RK or RP

→+RK,LK,RK

(WC) LK+RK,LK

←+RK,LK,RK or ↓+RK

LK,RP,LP,RK

←←,N+LK+RK,[RK]

←+RP+LK

Side-Step Sledgehammer

Slice Elbow

Double Facebreaker (juggles opponent)

Triple Sock Combo

Southern Cross Combo

Northern Lights Combo

2 Punch Combo

4 Punch Combo

2 Punch Combo

Bazooka Leg (stuns if blocked)

Slice Knee (stuns if blocked)

Step-In Side Kick

Sniper Slash (stuns if blocked)

Quick Kicks

Cyclone Edge

Stopping Kick (Knee or Punch; knee stuns on counter hit)

Triple Kick Combo

Double Side Kick

Double Knee

Gatling Combo (2nd punch juggles)

Handspring Escape

Sidewinder (unblockable)

**NOTE:** Bruce has no known 10-hit combos.

## COMBOS

LK,RP,LP Partial Gatling Combo (Combo Starter; remove the LP from the combos below when using with this Combo Starter)

↗+RK, Jump Kick (Combo Starter)

↗+RP, Uppercut (Combo Starter)

↗+LP,RP, Double Facebreaker (Combo Starter)

LP,↗+LK,LP+P, Cyclone Edge,Tornado Uppercut (5 hits, 65 pts.)

LP,←+RK,LK,RK+P, Triple Knee (6 hits, 64 pts.)

LP,(→)+LP,RP,LP+P, Triple Sock Combo (6 hits, 60 pts.)

LP,→+RK,LK,RK+P, Triple Kick (6 hits, 59 pts.)

LP,LK,LK+P, Double Kick (5 hits, 58 pts.)

LP,←+LK,RK+P, Stopping Kick, Knee (5 hits, 54 pts.)

LP,RP,LP,RP+2 Punch Combo (5 hits, 44 pts.)

LP,(WC)+LK+RK,LK+P, Double Side Kick (5 hits, 43 pts.)

↗+LP,RP+Double Facebreaker (4 hits, 34 pts.)



## GRAPPLING TECHNIQUES

LP+LK

RP+RK

(→)+RP+RK

(←)+RP+RK

(behind) LP+LK or RP+RK

Hell Press (stuns if blocked)

Bear Hug

Bear Bites

Head Butt

Bear Shot

## SPECIAL TECHNIQUES

(lying down) (↓) +LP+RP

←→+RP+LK

(→) or →→+LP+RP

← ↙ ↓ (↘) +RP

LP+RP, LP+RP

LP+RP, LP+RP

LP, LP, LP

→+LP, LP, LP

RP, LP, RP

(↘) +RP, LP, RP, (↓) or (↘) or (→)+LP

(↘) +LP, RP, LP, RP

(↓) (↘) +RP, (↓) or (↘) or (→)+LP

(↓) (↘) +RP, LP, RP

(↓) (↘) +LP, RP, (↓) or (↘) or (→)+LP

(↓) +LP, LP, LP, RP, (↓) or (↘) or (→)+LP

(↓) ↘+LP, RP, LP, LP

↗+LK+RK

LK+RK

LK+RK, (←) or (→)

LK+RK, LP, RP, LP, RP

(←)+LP+RP

(←)+LP+RP, →↘↓ ↙←↖↑ (↗)

(↓) +RP, LP, LP, LP, RP, LP,

RP, LP, LP+RP, LP+RP

Spring Hammer Punch

Salmon Hunter

Bear Scissors

Megaton Claw

Hammer Knuckle, Double Uppercut

Double Uppercut, Hammer Knuckle

Bear Punch Combo

Bear Heaven Cannon (juggles opponent)

Elbows, Uppercut (juggles opponent)

Uppercut Rush (juggles opponent)

Uppercut Rush

Short Bear Rush

Bear Rush LP

Bear Rush RP

Bear Rush LK

Wild Swing, Backfist (stuns if blocked)

Hip Press

Sit Down

Roll Backward or Roll Forward

Blood Claws

Terrible Claw (unblockable)

Rolling Bear

10-hit combo

## COMBOS

RP, LP, RP, Elbow, Uppercut (Combo Starter)

(↓) +LP, LP, LP, RP, (↓) +LP+Bear Rush LK (7 hits, 98 pts.)

LP+RP, LP+RP + Double Uppercut, Hammer Knuckle (4 hits, 87 pts.)

LP+RP+Hammer Knuckle (4 hits, 84 pts.)

LP+LK +Hell Press (4 hits, 80 pts.)

↘+RP Uppercut (Combo Starter)

RP, LP+RP, LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 49 pts.)

(↓) +LP, LP, LP, RP, (↓) +LP+Bear Rush LK (5 hits, 41 pts.)

→+LP, LP, LP, (↓) +LP+Bear Heaven Cannon, LP (5 hits, 38 pts.)

# Tekken 2

## GRAPPLING

### GRAPPLING TECHNIQUES

LP+LK

↖+LP+LK

RP+RK

(behind) LP+LK or RP+RK

Flying Press

Hip Lock

Jawcrusher

Back Drop

### SPECIAL TECHNIQUES

(→)+RP

RP,LK or (↓)+LK

(←)+LP,LP,LP,LP,LP,LP

(←)+LP,[LP],[LP],(↖)+LK,[LK],[LK],  
[LK or →+RK]

(↓)(↖)+LK,[LK],[LK],[LK],LK or →+RK

(↓)↘+LK

→→+RK

↘+LK+RK

→→+LK+RK

LK,RK

↖+RP

←+RP

→→,N+RP

LP,RP,LP,RK,RK,RK,LP,RP,LK,RP

Backfist (turns opponent around)

Punch & Kick

Spinning Hilt Strikes

Spinning Hilt Strikes

Spinning Leg Sweep, or Falling Tree Kick

Spinning Sweep

Jumping Knee

Flipping Stomp

Spiral Launch

Lightning Kicks

Kunai Stab (unblockable)

Kunai Murder (unblockable)

Kunai Advance (unblockable)

10-hit combo

### COMBOS

↘+RP Uppercut (Combo Starter)

→+LP,→→+RK,(↓)(↖)+LK,LK,LK,LK,→+RK,→→↖+RP+P, Spinning Leg Sweep, Falling Tree Kick, Kunai Stab (9 hits, 74 pts.)

→+LP,→,→+RK ↘+LK+RK+P, Jumping Knee, Flipping Stomp (4 hits, 56 pts.)

↘+RP,↘+RP,↘+RP, ↘+LK+RK +LK Uppercuts, Flipping Stomp (4 hits, 56 pts.)

→+LP,→RP,LK+2 punches, Spin Kick (4 hits, 49 pts.)

→+LP,→→+RK,→↖+RP+P, Jumping Knee, Kunai Stab (4 hits, 46 pts.)

→+LP,→→+RK,(↓)+LK+P, Jumping Knee, Sweep Kick (4 hits, 44 pts.)

→+LP,(←)+LP,LP,(↖)+LK,LK,LK+P, Spinning Hilt and Leg Strikes (5 hits, 39 pts.)

## LEG TECHNIQUES

### GRAPPLING TECHNIQUES

LP+LK

RP+RK

→,→+LK+RK

(behind) LP+LK or RP+RK

Neck Fracture

Chastisement Punch

Knee Bash

Bulldog

### SPECIAL TECHNIQUES

RP,RP

(→)+RP,RP,RP

LP,LP,LP,LP,LP

Double Knuckle

Knuckle Combo

Fist Flurry

→→,N+LK+RK  
 (→)+LP [LP],[LP],[LP],RP,RP,RP  
 ↓↘+RK  
 →→+LK  
 LK,LK  
 (↓)↘↓↘+LK  
 (↓)↘ or ↑ or ↗  
 (↓)↘ or ↑ or ↗+RK  
 (↓)↘ or (↑) or (↗)+RK  
 (↓)↘ or (↑) or (↗)+LK+RK  
 RK,↑+LK  
 (WC) RK,N+RK,(↑)+LK  
 RK,LK,RK  
 →→,N+LK,RK,RK or →+RK or ↓+RK  
 LK,LK,[LK],[LK or (→)+LK]  
 (WC) RK,N+RK,LK,RK  
 (WC) RK,RK,RK,RK  
 (WC) ←←,N+LK+RK  
 LK,LK,(↓)+LK,LK,LK,LK  
 LK,LK,(↓)+LK,LK,LK,LK,(↓) or (→) or (↑)  
 (WC) LK+RK  
 ↘+LP+RP (↑↑ to cancel)  
 ↘+LP,RP,RP,LP,LK,LK,LK,RK,LK,RK

Dropping Slide Kick  
 Fist Flurry and Knuckle Combo  
 Blazing Kick (juggles on counter hit)  
 Axe Kick  
 Double Axe Kick  
 Slide Kick  
 Feint Flip Kick  
 Low Flip Kick (juggles opponent)  
 High Flip Kick  
 Flip Drop  
 Flip Kick  
 Flip Kick  
 Spin Kick  
 Shredder Combo  
 Shin Kick  
 Spin Kick, Roundhouse Kick  
 Razor Edge Combo  
 Back Handspring  
 Infinite Kick Combo  
 Alternating (LK or MK or Axe Kick)  
 Silver Cyclone (unblockable)  
 Silver Fang (unblockable; can duck under)  
 10-hit combo

## COMBOS

↘+RP, Uppercut (Combo Starter)  
 ↗+RK Jump Kick (Combo Starter)  
 ↓(↑ or ↗)+RK Flip Kick (Combo Starter)  
 LK,LK,LK+3 HKs (4 hits, 67 pts.)  
 RK,N+RK,LK,RK+LK, HK, Spin Kick, HK (WC)  
 (5 hits, 66 pts.)  
 RK,LK,RK+HK, Spin Kick, HK (4 hits, 65 pts.)  
 LK,LK,LK+LK, 2 HKs (WC) (4 hits, 59 pts.)  
 LK,LK+Double Axe Kick (3 hits, 58 pts.)  
 LP,RP,RP,RP+4 Punches (5 hits, 53 pts.)

## PROTOTYPE JACK

### GRAPPLING TECHNIQUES

LP+LK,[LK+RK]  
 (↘)+RP+LK  
 (behind) LP+LK or RP+RK  
 Hell Press (Dive Bomber; stuns if blocked)  
 Slap Down (opponent slow to recover)  
 Reverse Slam

# Tekken 2



## MULTI-PARTS

RP+RK

(Punishment Drop) ← ↙ ↓ (↘) +RP

Punishment Drop

Gigaton Punch

## SPECIAL TECHNIQUES

(lying down) (↓)+LP+RP

RP,LP,RP

LP,LP,LP

LP+RP,LP+RP

→→ or (→)+LP+RP

←↙ ↓ (↘) +LP

←↙ ↓ (↘) +RP

(WC) LP,RP

↘+LP,LP,LP,[RP]

(↘) +RP,LP,RP,(↓) or

(↘) or (→)+LP

(↘) +LP,RP,LP,RP

(↓) (↘) +RP,(↓) or (↘) or (→)+LP

(↓) (↘) +RP,LP,RP

(↓) (↘) +LP,RP,(↓) or P

(↘) or (→)+L

(↓)+LP,LP,LP,RP,(↓) or

(↘) or (→)+LP

(↓)↘+LP,RP,LP,LP

→ or (→)+LK+RK

↗+LK+RK

(WC) LK+RK

(WC) LK+RK,(←) or (→)

(WC) LK+RK,LP,RP,LP,RP or P

RP,LP,RP,LPP

→+RK,LP

(←)↙↘↘→ (LP 5 times)+LP

LK+RK,[LK+RK],[LK+RK]

(↓)+RP,LP,LP,LP,RP,LP,

RP,LP,LP+RP,LP+RP

Spring Hammer Punch

Elbow Uppercut (juggles opponent)

Hammer Combo

Hammer Knuckle, Double Uppercut

Power Scissors

Exploder (juggles opponent)

Megaton Punch

Blast Combo

Machine Gun Knuckle, [Megaton Punch]

Uppercut Rush LP (juggles opponent)

Uppercut Rush RP

Short Hammer Rush

Hammer Rush LP

Hammer Rush RP

Hammer Rush LK

Wild Swing, Backfist (stuns if blocked)

Head Slide (stuns if blocked)

Hip Press

Sit Down

Roll Backward or Roll Forward

Hammer Rush RP

Dark Cutter (unblockable; can duck under)

Gigaton Punch (unblockable after LK winds up)

Dive Bomber, Hopping Delay (unblockable)

10-hit combo

## COMBOS

RP,LP,RP, Elbow Uppercut (Combo Starter)

(↓)+LP,LP,LP,RP,(↓)+LP+Hammer Rush LK (7 hits, 98 pts.)

LP+LK+Hell Press (4 hits, 80 pts.)

↘+RP Uppercut (Combo Starter)

← ↙ ↓ (↘) +LP Exploder (Combo Starter)

← ↙ ↓ (↘) +RP+Megaton Punch (2 hits, 71 pts.)

RP,LP+RP,LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 69 pts.)

(↓)+LP,LP,LP,RP,(↓)+LP+Hammer Rush LK (5 hits, 61 pts.)

(↓)↘+LP,RP,LP+Wild Swing (4 hits, 57 pts.)

(↓) (↘) +LP,RP,LP or RP,LP,RP+Hammer Rush LP or RP (4 hits, 56 pts.)

## GRAPPLING TECHNIQUES

LP+LK

RP+RK

↘+LP+LK+RK

↘ ↘+RP+RK

RP, ←LP+RP

(behind) LP+LK or RP+RK

Neck Throw

Reaping Throw

Whirlwind Throw (only if opponent standing)

Waning Moon

Spin behind, German Suplex

Neck Throw

## SPECIAL TECHNIQUES

(↓)↘→+RP

→+RP

→→+LP+RP

(→)+LP+RP

↘+LP+RP

↘+RP, LP

LP, LP, LP or ↘+LP, LP

RP, LP, LP

(↓)↘→, pause, RP, LP, LP

RK

RK, ↓+RK, N+RK or ↓+RK or LP

(WC) RK, N+RK or (↓)+RK or LP

↗+LK+RK

(↓)↘+RK

(↓)↘+RK, LK

(←)+LP+LK or RP+RK

←←+LP (← to cancel)

←+LP+RP

RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

Death Fist

Front Strike

Double Strike

Delayed Double Strike

Low Double Fist

Death Push, Big Punch (1st punch must connect)

Catapult Combo (juggles)

Slice Uppercut, Catapult Combo (juggles)

Alternate Slice Uppercut, Catapult Combo (juggles)

Sky Cannon

Leg Sweep (juggles)

Front Leg Sweep (juggles)

Earthquake Stomp

Back Leg Sweep

Penetrating Bow Leg

Attack Reversal

Heaven Cannon (unblockable)

Indigo Punch (unblockable)

10-hit combo

## COMBOS

←←+LP Heaven Cannon (Combo Starter)

(↓)↘→+RP, ↘+LP+RP+Death Fist, Low Double Fist (3 hits, 125 pts.)

RP, LP, LP, ↘+LP+RP+Slice Uppercut, Catapult Combo, Low Double Fist (5 hits, 121 pts.)

RK, ↓+RK, LP, ↘+LP+RP+Kick, Leg Sweep, Uppercut, Low Double Fist (4 hits, 117 pts.)

(↓)↘+RK, LK, ↘+LP+RP+Back Leg Sweep, Bow Leg, Low Double Fist (4 hits, 114 pts.)

RK, ↓+RK, LP Kick, Leg Sweep, Uppercut (Combo Starter)

(WC)+RK, LP, ↘+LP+RP+Frail Leg Sweep, Uppercut, Low Double Fist (6 hits, 102 pts.)

RP+LP, LP Slice Uppercut, Catapult Combo (Combo Starter)

(WC)+RK, LP, ↘+LP+RP+Front Leg Sweep, Uppercut, Low Double Fist (6 hits, 96 pts.)

# Tekken 2

## Grapple Techniques

### GRAPPLING TECHNIQUES

LP+LK  
 RP+RK  
 (→)+LP+LK  
 ↘+LP  
 (behind) LP+LK or RP+RK

Arm Turn  
 Lifting Toss  
 Neck Throw  
 Embracing Elbow Strike  
 Three Limb Break

### MULTI-PARTS

(↓) ↘→+(LP+RP or pause,LP+RP)  
 (during palm grab) LK,RK,LK,LP+RP  
 (during palm grab) LP,LK,RP,LP  
 (during SRAL) LK,LP,RK,LP+RP,LP+RP  
 (during SRAL) RP,LP,LK,RK,LP+RP  
 (during SRAL) RP,LK,  
 LP+RP,LK+RK,LP+RP  
 LP+LK,RK,LP+RP  
 (during SCL) LP+RP,RK,  
 LK,LP+RP,LP+RP,LP+RP

Palm Grab  
 Reaping Arm Bar (LP+RP)  
 Standing Reverse Arm Lock (LP+LK)  
 Rear Gatelatch Falcon-Wing Squeeze  
 Falling Reverse Arm Lock

Gatelatch Throw (during palm grab)  
 Arm Sprain, Standing Cross Lock

Arm Break, Rear Cross Lock

### SPECIAL TECHNIQUES

(↓) ↘+RP  
 (↓) →+LP  
 (↓) →+RP  
 →→+LP+RP  
 (→)+LP+RP  
 (WC)+LP,N+RK or (↓)+LP,N+RK  
 (WC)+RP,N+RK or (↓)+RP,N+RK  
 ←+LP,LP,LP  
 LP,RP,LP,RP  
 LP or ↘+LP,RP,RK or LP,RK  
 →→+RK  
 →→→ or (→)+LK  
 (↓) ↖ or ↑ or ↗+RK  
 (↓) (↖) or (↑) or (↗)+RK  
 LK,RK  
 RK,LK  
 (WC) LK,RP or RK  
 (WC) RK,LP  
 ↗+RK,LK,RK  
 ↘+LK,[LK,LK],RK or LP,RP  
 ↘+LK,RP,LK or ↓+LK or RK or LP,RK  
 (←)+LP+RK or RP+LK  
  
 (WC) LP+RP  
 ↖+LP+RP  
 LP or ↘+LP,RP,LP,RP,  
 LK,LK,RP,LP,RP,RK

Cold Blade  
 Cat Thrust  
 Right Hand Stab  
 Double Palm  
 Delayed Double Palm  
 Rib Kick Combo LP  
 Rib Kick Combo RP  
 Cross Cut Saw  
 4 Punches  
 2 Punches (Spin Kick or P, Sweep Kick)  
 Kneeling Kick  
 Bone Cutter  
 Low Flip Kick (juggles opponent)  
 High Flip Kick  
 Head Ringer  
 Quick Kicks  
 LK  
 Spin Chop  
 Hunting Kicks  
 Rapid Combo  
 Swan Combo  
 Attack Reversal (can reverse Yoshimitsu's  
 unblockables)  
 Bloody Scissors (unblockable)  
 Hunting Swan (unblockable)  
 10-hit combo



**COMBOS**

↘+RP, Uppercut (Combo Starter)

↓ ↘+RK, Flip Kick (Combo Starter)

LK,RK,(↓)↘+RP+Head Ringer, Cold Blade (3 hits, 74 pts.)

LP,RP,RK,(↓)↘+RP+Triple Smash, Cold Blade (5 hits, 68 pts.)

LP,↘+LK,RP,LK+P, Swan Combo (5 hits, 68 pts.)

LP,↘+LK,RP,RK+P, Swan Combo (5 hits, 65 pts.)

LP,↘+LP, RP, RK+P, Triple Smash (5 hits, 64 pts.)

(WC) LK,RK,(↓)↘+RP+LK, HK, Cold Blade (4 hits, 63 pts.)

(WC) LK,RP,(↓)↘+RP+LK, Uppercut, Cold Blade (4 hits, 60 pts.)

LP,(WC) LK,RK +P, LK, HK (4 hits, 59 pts.)

LP,(WC) LK,RP+P, LK, Uppercut (4 hits, 56 pts.)

(WC) RK,LP,(↓)↘+RP+LK, Spin Chop, Cold Blade (4 hits, 56 pts.)

LP,RP,(↓)↘+RP+2 Punches, Cold Blade (4 hits, 54 pts.)

LP,RP,LP,RP,LK+4 Punches, HK (5 hits, 51 pts.)

(↘)+LK+Jump Spin Kick (2 hits, 51 pts.)

(WC) LK,RP,(WC) LK,RK,(↓)↘+RP+K, P, 2 Kicks, Cold Blade (5 hits, 50 pts.)

(WC) LK,RP,(WC) RK,LP,(↓)↘+RP+K, P, K, P, Cold Blade (5 hits, 43 pts.)

# FINAL BOSSES

## KAZUYA MISHIMA

### GRAPPLING TECHNIQUES

RP+RK

LP+LK

↘↘,LP+RP

(behind) LP+LK or RP+RK

Shoulder Throw

Super Kick

Head Butt

Neck Throw

### MULTI-PARTS

↓ or ↘+LP+RP

RP,LP,RP,LP,RP (tackle)

Ultimate Tackle

Mounted Punches

### SPECIAL TECHNIQUES

↘+RP

RP

↘,N,↓(↘) +RP

↘,N,(↘) +RP

↘,N,↓(↘) +LP

↘,N,(↘) +LP

Dragon Punch or

Alternate Dragon Punch, LK

Dragon Punch or

Alternate Dragon Punch, RK

RP,RP

Backfist

Gut Punch (stuns on counter hit)

Power Uppercut (juggles opponent)

Alternate Power Uppercut (juggles opponent)

Dragon Punch

Alternate Dragon Punch

Dragon Punch, Side Kick

Dragon Punch, Sweep Kick

Backfist

# Tekken 2

↘+LP,RP	Double Uppercut (juggles opponent)
LP,LP,RP	3-Punch combo
LP,RP,RP	2-Punch Backfist
⇒ ⇒ ⇒ or (⇒)+LK	Flying Side Kick (stuns if blocked)
⇒+RK	Axe Kick
⇒ ⇒+LK	Axe Kick
RK,RK	Double Axe Kick
↘+RK,RK	Standing Double Axe Kick
RK,LK	Flip Kick
⇒,N,↓(↘)+RK [RK]	Hell Sweep
⇒,N,(↘)+RK [RK]	Alternate Hell Sweep
↗+RK,RK,RK,RK	Jump Kick, RP Sweeps, Side Kick
⇒	Sidestep
←+LP+RK	Spinning Dragon Punch (unblockable)
(←)+LP+RK	Long Spinning Dragon Punch (unblockable; hits fallen opponents)
⇒ (⇒)+RP,LP,RK,RK,RP,RK,LK,RP,LP	9-hit combo
⇒ (⇒)+RP,LP,RP,RP,LK,RK,RK,LP,RP,LP	10-hit combo
⇒ (⇒)+RP,LP,RP,RP,LK,RK,RK,LK,RP,LP	10-hit combo

**NOTE:** Stop 10- and 9-hit combos after the Gut Punch to follow up with your combo of choice. (Don't press the last LP.)

## COMBOS

### RP Gut Punch (Combo Starter)

- ↘+LP,RP,⇒,LP,LP,RP,RP +Double Uppercut, Punch, 2 Punches, Backfist (7 hits, 111 pts.)
- ↘+LP,RP,⇒,LP,LP,LP,RP+Double Uppercut, Punch, 3-Punch combo (7 hits, 105 pts.)
- ↘+LP,RP,⇒,LP,↘+RK,RK +Double Uppercut, Punch, Double Axe Kick (6 hits, 98 pts.)
- ↘+LP,RP,⇒,LP,⇒,N,↓↘+RP +Double Uppercut, Punch, Power Uppercut (5 hits, 98 pts.)
- ↘+LP,RP,⇒,LP,↘+LP,RP +Double Uppercut, Punch, Double Uppercut (6 hits, 95 pts.)
- ↘+LP,RP,⇒,LP,⇒,N,↓↘+RK,RK +Double Uppercut, Punch, Hell Sweeps (6 hits, 97 pts.)
- ⇒,N,↓↘+LP,LK +Dragon Punch, Side Kick (3 hits, 97 pts.)
- ⇒,N,↓↘+LP,RK +Dragon Punch, Sweep Kick (3 hits, 92 pts.)
- ↗+RK,RK,RK,RK +Jump Kick, RP Sweeps, Side Kick (4 hits, 88 pts.)
- RP +Gut Punch (2 hits, 75 pts.)

### ↘+RP Uppercut (Combo Starter)

### ↘+LP,RP Double Uppercut (Combo Starter)

### ⇒,N,↓(↘)+RP Power Uppercut (Combo Starter)

### ⇒,N,(↘)+RP Alternate Power Uppercut (Combo Starter)

- LP,LP,RP,RP+RP, 3 Punches (5 hits, 70 pts.)
- ↘+LP,RP,↘+RK,RK +Double Uppercut, Double Axe Kick (5 hits, 65 pts.)
- LP,LP,RP, ↗+RK,RK +P, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)
- LP,LP,LP,RP+RP, 3 Punches (5 hits, 64 pts.)
- LP,↘+RK,RK +RP, Double Axe Kick (4 hits, 58 pts.)
- LP,⇒,N,↓↘+RP +RP Power Uppercut (3 hits, 57 pts.)
- LP,↘+LP,RP+KP, Double Uppercut (4 hits, 54 pts.)



## ANGEL & DEVIL KAZUYA

### GRAPPLING TECHNIQUES

RP+RK

LP+LK

→→+LP+RP

(behind) LP+LK or RP+RK

Shoulder Throw

Super Kick

Head Butt

Atomic Drop

### SPECIAL TECHNIQUES

→+RP

→,N,↓(↘) +LP

→,N,↓(↘) +RP

RP,RP

↘+LP,RP

LP,RP,RP

LP,LP,RP

→→→ or (→)+LK

→+RK

→→+LK

RK,RK

RK,LK

↘+RK,RK

→,N,↓(↘) +RK

LP+RP

LK+RK

→(→)+RP,LP,RP,RP,LK,RK,RK,LP,RP,LP

Backfist

Dragon Punch

Power Uppercut (juggles opponent)

Backfist

Double Uppercut (juggles opponent)

2 Punches, Backfist

3-Punch combo

Flying Side Kick (stuns if blocked)

Axe Kick

Axe Kick

Double Axe Kick

Flip Kick

Jump Kick, Sweep Kick

Hell Sweep

Ground Laser (unblockable; stuns opponent)

Air Laser (unblockable; stuns opponent)

10-hit combo

### COMBOS

↘+RP Uppercut (Combo Starter)

↘+LP,RP Double Uppercut (Combo Starter)

→,N,↓↘+RP Power Uppercut (Combo Starter)

LP,LP,RP,RP+RP, 3 Punches (5 hits, 70 pts.)

LP,LP,RP, ↘+RK,RK +LP, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)

LP,LP,LP,RP+RP, 3 Punches (5 hits, 64 pts.)

LP+RK,RK+RP, Double Axe Kick (4 hits, 58 pts.)

LP,→,N,↓↘+RP+RP, Power Uppercut (3 hits, 57 pts.)

LP,↘+LP,RP+RP, Double Uppercut (4 hits, 54 pts.)

## TEKKEN 2 GAME SECRETS

### PLAYING AS A SUB-BOSS CHARACTER

To receive any of the 10 sub-boss characters as a playable character, you must defeat the Devil with the sub-boss' counterpart. The following is a breakdown of each of the 10 original characters' sub-bosses.

# Tekken 2



Defeat the Game With	Receive	Defeat the Game With	Receive
Jun	Wang	Michelle	Ganryu
Heihachi	Lee	Nina	Anna
Paul	Kuma	King	Armor King
Lei	Bruce	Law	Baek
Yoshimitsu	Kunimitsu	Jack 2	P. Jack

## PLAYING AS KAZUYA

To receive Kazuya as a playable character, you must access all 10 sub-bosses and defeat the game with any of the 10 characters.

## PLAYING AS DEVIL OR ANGEL KAZUYA

To receive the Devil or Angel as playable characters, you must defeat the game with Kazuya. On the Character Select screen, press the Punch or Kick button to toggle between characters.

## PLAYING AS ROGER OR ALEX

To receive Roger or Alex as playable characters, you must first collect all 10 sub-bosses as well as Devil, Angel, and Kazuya. Now during gameplay, finish the third round of a tournament by scoring a "Great" rating. To do this, let your opponent inflict heavy damage on you before taking him out, so that you win with approximately five percent health remaining. If you're successful, you'll face Roger or Alex in the next match. Defeat either character to receive both as playable characters.

## BIG HEAD AND SUPER DEFORMED MODE

To play in Big Head Mode, hold the Select button when choosing a character until the battle begins. To play in Super Deformed Mode, enter the Big Head Mode, finish the match, and before the next match starts, hold the Select button again until the match begins!

## FIRST-PERSON PERSPECTIVE/WIREFRAME MODE

To play in first-person perspective, you must collect all the hidden characters for a total of 25. Then at the Character Select Screen, hold the L1 and L2 buttons simultaneously until a match starts. Now you'll fight in a "punch-out" mode.

## SECOND-PERSON PERSPECTIVE

To play in second-person perspective, enter Practice Mode, and with controller 2, press and hold the L1 and L2 buttons. Now select your character and opponent and continue to hold the L1 and L2 buttons until the match begins. When done correctly, the opponent appears as a green wireframe version and you have a front view of your character.

## KAZUYA'S PURPLE SUIT

To play as Kazuya wearing a Purple Suit, collect all the hidden characters and select Kazuya by pressing the Start button on the Character Select Screen.



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